10 PAGES OF TRICKS AND STRATEGIES
Play Like a Pro: Triple Play 2001, Tony Hawk's Pro Skater, MediEvil 2, and much more!

ZIFF DAVIS

Official U.S. PlayStation Magazine

Volume 3
Issue 10

PlayStation

METAL GEAR SOLID 2
SONS OF LIBERTY
One Word: Wow

PS2: WHEN & HOW MUCH?
Only 4 Months To Go
Full Disclosure Page 30

Official U.S. PlayStation Magazine Issue 34 (July 2000)

TONY HAWK
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5 PLAYABLE DEMOS INSIDE Tony Hawk's Pro Skater 2 • Legend of Dragoon
Star Trek Invasion • MLB 2001 • Mr. Driller

PlayStation

TEEN
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CONTENT RATED BY ESRB
Animated Blood
Animated Violence

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PASTY COMPLEXION, FUNNY ACCENT, BAD TEETH.

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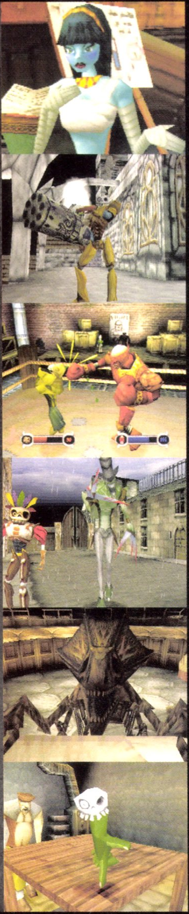
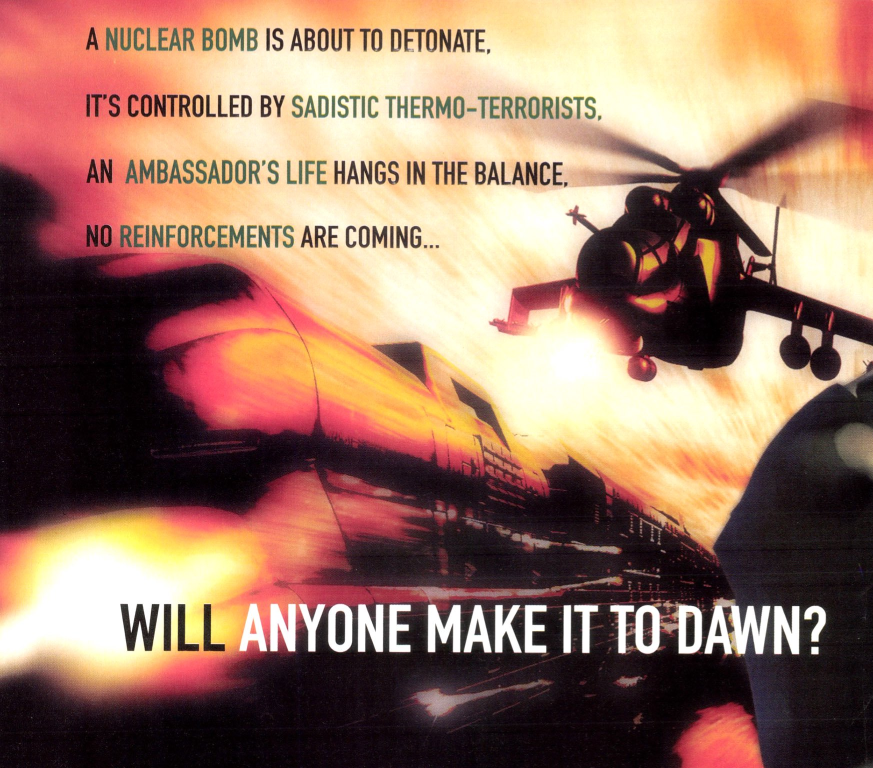


Good looks are nice, but they won't help you defeat an evil maniac hell-bent on conquering the world. Lord Palethorn's sinister spell has unleashed a gang of sadistic villains on Victorian London. It's up to Sir Dan to destroy them with his lethal arsenal – Gatling guns, torches, axes, his own removable arm and more. Between mighty battles and baffling puzzles, Sir Dan's facing a deadly challenge. He'll need smarts and some helpful friends – a mad professor, a wily ghost and his Egyptian princess girlfriend – to prevail over an unspeakable horror. After all, a guy can't save the world on bad looks alone.

MEDIEVIL II

A GOTHIC JOURNEY TO DIE FOR.



A NUCLEAR BOMB IS ABOUT TO DETONATE,

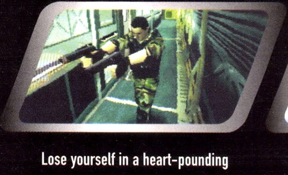
IT'S CONTROLLED BY SADISTIC THERMO-TERRORISTS,

AN AMBASSADOR'S LIFE HANGS IN THE BALANCE,

NO REINFORCEMENTS ARE COMING...

WILL ANYONE MAKE IT TO DAWN?

ACTION/ADVENTURE GOES HIGH-SPEED.



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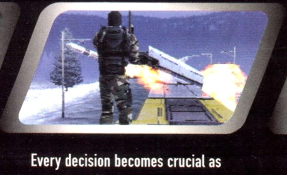

Every decision becomes crucial as you change routes, engage enemies, and alter the outcome.

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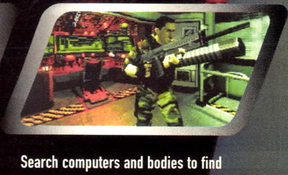

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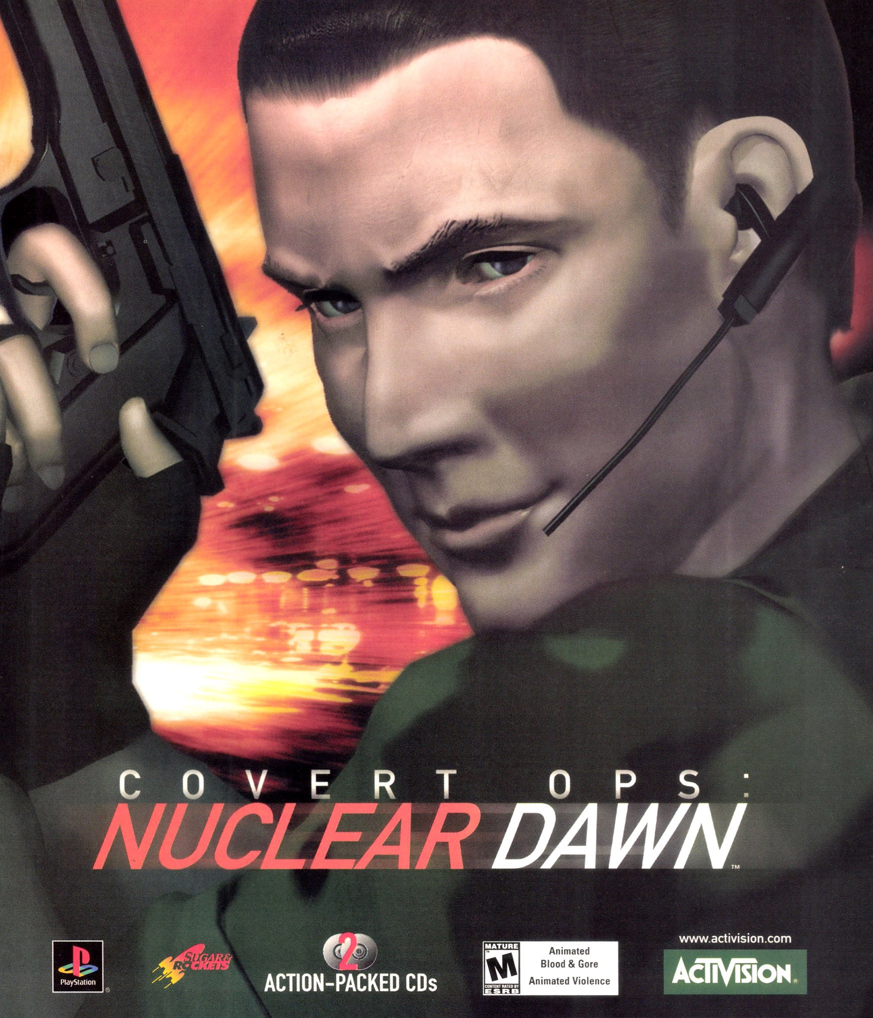

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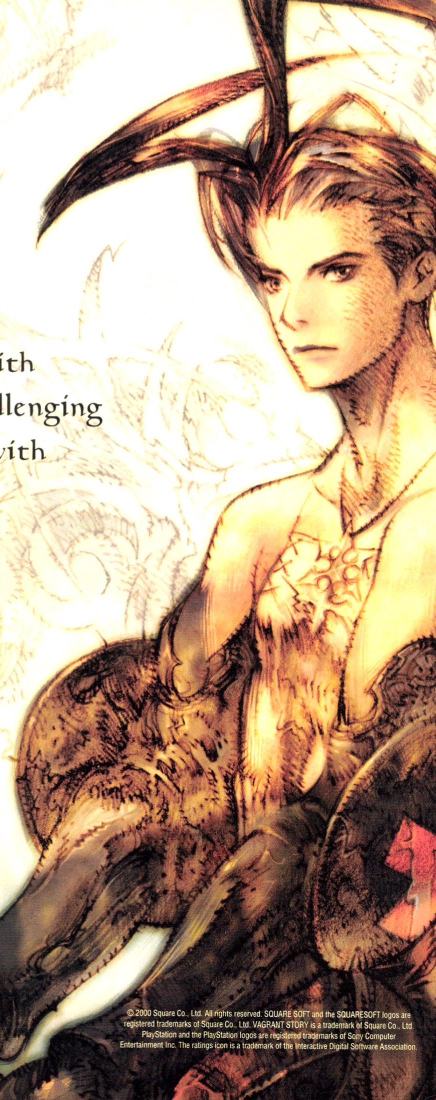

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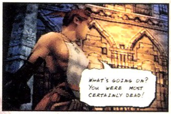

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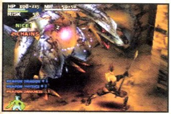

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Assisting us with the new look and design of the *Official U.S. PlayStation Magazine* was the NY-based design agency, 2FACE. Previously you may have seen their work for the Ford Focus print ad campaign.

ORSON SCOTT CARD

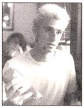
A Hugo and Nebula Award winning science fiction novelist (and the first author to win both awards two years running), Orson Scott Card is probably best known for the modern genre classic *Ender's Game.*

CHRIS GORE

Does this guy look familiar? You may have seen him before as a presenter on the FX TV show, *The New Movie Show With Chris Gore.* He makes his first appearance this month as a columnist in our Spin section.

TONY HAWK

Mr. 900 himself steps in as a writer this month to provide us with his musings in our Spin section. You may have heard of him. Apparently he's some kind of skateboarder, and someone made a game about him.



JOE TORENO

Responsible for the wonderful photography that appears throughout our cover story this month, Joe Toreno has previously provided work for magazines like *Wired*, *The Source* and *Rolling Stone.*

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COVER STORIES THIS MONTH

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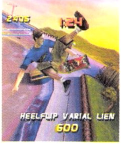

TONY HAWK'S PRO SKATER 2 • 84

Sure to be one of the first really big hits on PlayStation this year. We check out the cool new game, give you a rundown on all the new features, and talk to Tony about life, love and wiping out.

PS2: WHEN AND HOW MUCH? • 30

We finally get a date and a price, plus details of Sony's broadband Internet plans and strategy for the next few years. Only four months to wait now. Make sure you pre-order your system.

METAL GEAR SOLID 2: SONS OF LIBERTY • 24

One of the most eagerly anticipated games ever made an appearance at E3 this year. We have the first shots available, and they look pretty damn special. Everything you see is gameplay...but you won't believe it.

10 PAGES OF TRICKS AND STRATEGY • 110

Tons of tricks and advice on how to get through the hard bits in MediEvil II. We've also got all the tips you'll ever need for Tony Hawk's Pro Skater and Triple Play 2001. PLUS! Tons of cheats for the most popular games.

Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by Ziff Davis Media Inc., P.O. Box 3338, Oak Brook, IL 60522-3338. Periodicals Postage Pending at Lombard, IL and additional mailing offices. Single-issue rates: $7.99. Subscription Rates: One Year (12 issues and 12 demo discs) $39.97 U.S., $65.97 all other countries. We periodically make lists of our customers available to mailers of goods and services. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Subscription Service Questions and Address Changes Write to: Official U.S. PlayStation Magazine, P.O. Box 55362, Boulder, CO 80322-5362. Call us: (303) 665-8930 U.S. or (303) 604-7445 all other countries. Fax us: (303) 604-7455 U.S. or (303) 604-0540 all other countries. Or visit our subscription Web site at http://service.playstationmagazine.com. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff Davis Media Inc. To reuse any material in this publication, obtain a permission request form at www.icopyright.com/zd, or have a form faxed or mailed to you by calling (425) 430-1663. Copyright © 2000, Ziff Davis Media Inc. All Rights Reserved. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is 14049 6720 RT. Printed in the USA.

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PlayStation's Birthday, Elemental Gearbolt Strategy

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March 1999

PlayStation Dictionary
Syphon Filter Strategy

Demo Disc includes: playables:
Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

☐ *Issue 19*–$10
April 1999

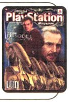
The Year of the RPG
Silent Hill Strategy

Demo Disc includes: playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

☐ *Issue 20*–$10
May 1999

Star Wars: Episode I–The Phantom Menace Feature
Legend of Legaia Strategy

Demo Disc includes: playables:
Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender



☐ *Issue 21*–$10
June 1999

Resident Evil 3 Nemesis
Gex 3: Deep Cover Gecko Strategy

Demo Disc includes: playables:
Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

☐ *Issue 22*–$10
July 1999

25 Games You Must Play
Street Fighter Alpha 3 Strategy

Demo Disc includes: playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Roar 2

☐ *Issue 23*–$10
August 1999

Tarzan Lord of the Console
Ape Escape Strategy

Demo Disc includes: playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

☐ *Issue 24*–$10
September 1999

EA sports vs. 989 studios
Jade Cocoon Strategy

Demo Disc includes: playables:
UmJammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Gran Prix Racing

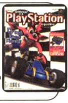
☐ *Issue 25*–$10
October 1999

Final Fantasy VIII Strategy
Demo Disc includes: playables: Metal Gear Solid: VR Missions, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motocross, Toy Story 2, Bugs Bunny, Pac-Man World

☐ *Issue 26*–$10
November 1999

Tomb Raider 4
Crash Team Racing Strategy

Demo Disc includes: playables:
Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3



☐ *Issue 27*–$10
December 1999

PlayStation 2, Dino Crisis Strategy

Demo Disc includes: playables: Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4, Demolition Racer

☐ *Issue 28*–$10
January 2000

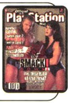
End of the World Buyers Guide
Resident Evil 3 Strategy

Demo Disc includes: playables:
Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

☐ *Issue 29*–$10
February 2000

Wrestling Roundup
Medal of Honor Strategy

Demo Disc includes: playables: Tomba! 2: The Evil Swine Return, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding, Ballistic, International Track & Field 2000



☐ *Issue 30*–$10
March 2000

Wrestling Roundup
Medal of Honor Strategy

Demo Disc includes: playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4, MTV Music Generator, Ace Combat 3: Electrosphere

☐ *Issue 31*–$10
April 2000

Star Trek Invasion
Saga Frontier 2 Strategy

Demo Disc includes: playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

☐ *Issue 32*–$10
May 2000

PS2 Japanese Launch
Syphon Filter 2 Strategy

Demo Disc includes: playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

☐ *Issue 33*–$10
June 2000

X-Men
Fear Effect Strategy

Demo Disc includes: playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session, Deception III: Dark Delusion

Do You Like It Cheap & Nasty?

GAMES REVIEWED

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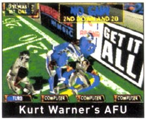
Strider 2 106
Test Drive Le Mans 106

THE FINAL SCORE

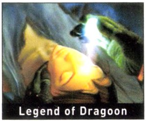
●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

Grind Session



Kurt Warner's AFU



Legend of Dragoon

Spec Ops

> As companies get more massive and swallow up smaller creative teams, the power of the marketing dollar becomes a more important consideration than the quality of the experience.

"We could have spent another couple of months on it, and it would've been a better game, but we thought it was a pretty good game and we had to get it out." A representative from a well-known and very established software company actually said that to us at E3. The particular game that he was talking about is, by no stretch of the imagination "a pretty good game" **it plays and looks like it's not finished... but that's apparently not important.** The company he works for has recently been very aggressive in attacking the reviews that magazines and Web sites across the board are making of its products. I've personally received e-mails and "talkings to" by representatives, and it's even been suggested that maybe we don't quite understand these particular games. If the "point" was to produce something half-assed and insulting to gamers around the world then we get it. If it's not, well we're pretty sure that **the "point" is nothing more than a large corporation trying to screw you out of your cash before you get the chance to read about the game first.** It's a sad state of affairs, and ultimately it's you that loses out.

It can't be much fun for the people that produce the games either. Can you imagine what it must be like for a developer to slave over a game for over a year and then be forced to release it before it's ready? There needs to be a revolution in the games community, as this attitude is becoming more and more widespread. As companies get more massive and swallow up smaller creative teams, the power of the marketing dollar becomes a more important consideration than the quality of the experience. Movies don't get released before they're ready. Books don't get published before they're finished. Games that are just plain crap we can handle. Some stuff just wasn't ever going to work from the moment someone said "how about we do this..." but adopting an attitude like our friend at the big company is just unforgivable.

This month we get to see the first fruits of the cheap and cheerful line of games from publishers too. A few months ago we hailed $10 as a "good thing" and now we get to review the first couple to hit the office. Originally we thought this would be a pricepoint for re-releasing some really old, classic stuff as well as an opportunity for the publishers to put out new, simple products like cheeky little puzzle games or something. Nope. Apparently the $10 line is being looked upon as a kind of **"we'd never get away with charging $40 for this, so we rushed it out quick and cheap"** line. If you paid $40 for Spec Ops you'd be pretty pissed. Thing is, the fact that it's $10 doesn't make it any better...it just isn't put together right. I even spoke to a tester on the game who told me that "you just have to bear with it." I don't know about you, but that sounds pretty lame to me.

It's not all bad this month though, so I hope it doesn't sound like I'm just moaning about stuff. **This month's star games were pretty damn good,** with Legend of Dragoon being worthy of particular attention. It may not have the pedigree of a Square game, but it's a beautifully crafted experience that draws together excellent design with a compelling story and a cool combat system. If you really can't wait until FFIX, then check it out. Likewise, if you absolutely have to get a skating fix before this month's cover game, and you've exhausted every feature of the original Tony Hawk's Pro Skater, you could do a lot worse than check out Grind Session. Todd dubbed it as a kind of "Tony Hawk 1.5" and that has to be a pretty good recommendation, doesn't it?

John Davison
Editor in Chief

MEET THE CRITICS

JOHN DAVISON

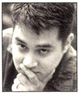
Now officially "the big boss man," Johnny England has been busy getting his feet under our table and changing everything around that we've been used to for so long.

FAVORITE GENRES: Racing, Action, Adventure
CURRENT FAVORITES: Tony Hawk's Pro Skater 2, Mr. Driller
CAN'T WAIT FOR: Metal Gear Solid 2, Timesplitters

JOE RYBICKI

Apart from overseeing the section you're looking at right now, Joe spent most of his time this month rocking out with Acid Pro 2.0. You can download the results at www.mp3.com/jhg today!

FAVORITE GENRES: Adventure, RPG, Puzzle
CURRENT FAVORITES: Dead or Alive 2, Tony Hawk's Pro Skater 2
CAN'T WAIT FOR: Dark Cloud, Timesplitters, Triple Play 2002



GARY STEINMAN

Why is Gary grumpy again? Let's break it down: Deadlines. No sleep. E3. Achy feet. Achy back. Nasty hangovers. Shifty concierges. More deadlines. Achy brain. So very tired. So very grumpy.

FAVORITE GENRES: RPG, Adventure, Sleeping
CURRENT FAVORITES: The Legend of Dragoon, crazy straws
CAN'T WAIT FOR: Munch's Oddysee, Metal Gear Solid 2

CHRIS BAKER

Chris' first E3 experience began with a late flight, lost luggage and a crappy hotel—but the next three days of new games, parties and Planet of the Apes models made it all worthwhile.

FAVORITE GENRES: Action, RPG, Adventure, Sports
CURRENT FAVORITES: Strider 2, Ms. Pac-Man Maze Madness
CAN'T WAIT FOR: Spider-Man, Star Wars: Starfighter, FFIX

TODD ZUNIGA

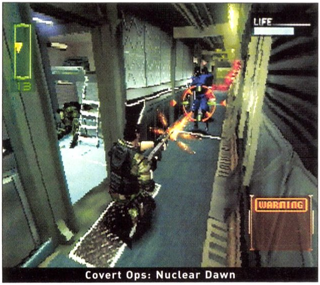
After changing the entire staff into black & white, Todd took four dreaded runs at Neversoft's dastardly half-pipe. He's slowly reclaiming the use of the battered right side of his body.

FAVORITE GENRES: Sports, Skateboarding, Adventure
CURRENT FAVORITES: Tony Hawk's Pro Skater, Grind Session
CAN'T WAIT FOR: Tony Hawk's Pro Skater 2, Alone in the Dark

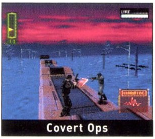
SAM KENNEDY

With four straight nights of E3 parties behind him, Sam is ready to take it easy by spending a couple of days just watching the Metal Gear Solid 2 trailer over and over. And over. And over...

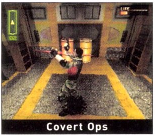
FAVORITE GENRES: Action, Adventure, RPG
CURRENT FAVORITES: Chrono Cross, Strider 2
CAN'T WAIT FOR: Final Fantasy IX, Mega Man X5



Covert Ops: Nuclear Dawn



Covert Ops



Covert Ops

• Army Men: World War

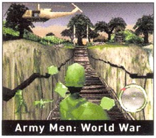
Publisher 3DO
Developer 3DO
Web Site www.3do.com

The fact that the Army Men games actually seem to be getting *worse* with time is sort of impressive. Other than slightly more precise controls, World War ignores the many faults of Sarge's Heroes, and even fails to deliver most of the few solid features Sarge enjoyed.

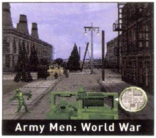
If you've played any AM game (other than the solid Air Attack) you know what to expect: **poor controls, repetitive gameplay and weak graphics**—and this time, for some reason certain levels are so dark as to be nearly unplayable. Increased variety and a few tense missions are about the only improvements.

Final Score ●◖
Joe Rybicki

Players: 1-2
Memory Card: 1 block



Army Men: World War



Army Men: World War

• Covert Ops: Nuclear Dawn

Publisher Activision
Developer Sugar & Rockets
Web Site www.activision.com

Ever play a game that you thought you hated, yet for some reason you felt compelled to play it out? Borrowing elements from Resident Evil, Syphon Filter and Metal Gear Solid, Covert Ops: Nuclear Dawn is a prime example of such a title.

The game's faults abound. For starters, with most of the action occurring within the restricted confines of train cars, you might feel an odd sense of claustrophobia—something I had never before experienced via my TV screen. The puzzles are also a joke, most a matter of finding a key for a lock and using it so that you can advance on to another similar "challenge." And I just love battle systems that don't allow me to aim! But **Covert Ops' worst sin lies in its abhorrent camera angles—literally the worst I've encountered in a video game**. As though views in which a trigger-happy assailant remains unseen aren't bad enough, in some cases you won't even see yourself fighting the guy! Holding Triangle enables you to look around a room, but don't count on firing your weapon when using the feature!

Still, even after playing through Covert Ops, something makes me yearn for more. Maybe it's the cool cinemas. Maybe it's the mini-games. Maybe I just want to rectify the bad ending I got that really bummed me out. Whatever the case, I can't help but call Covert Ops **a solid rental**. Let's just hope Activision fixes its problems for the inevitable sequel.

Final Score ●●◖
Chris Baker

Players: 1
Memory Card: 1 block

The Legend of Dragoon

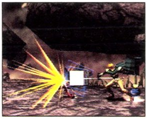
More than just a Square deal?

Publisher Sony CEA
Developer Sony CEI
Web Site www.playstation.com

If imitation is the sincerest form of flattery, then the folks at Square must be blushing brighter than a virgin bride.

Why? Because Sony has paid Square the ultimate compliment with its new big-budget RPG. The Legend of Dragoon borrows liberally from the conventions that Square developed and brought to near-perfection in Final Fantasy VII and VIII. Most notable are the gorgeous prerendered backgrounds, stylistic 3D characters, stunning art direction, movie-quality soundtrack and emotional story line—all of which evoke memories of lost hours spent with the likes of Cloud, Tifa, Squall and Rinoa.

But to call Sony a mere copycat would be an injustice to Dragoon. Sure, the CG backgrounds are similar in style to Final Fantasy (VII more so than VIII, by the way). But in Dragoon almost every screen is brought to life in ways that **at times surpasses the majesty of Square's games**. Be it flowing water, drifting leaves, billowing fog, sweeping rays of light or dancing flames, each area is filled with moving elements that add another layer of realism and depth to an already grand world. And while the polygonal character models are somewhat limited, they tend to be secondary to the stunning scenery.



Then there's the battle system. Again, Dragoon appropriates ideas found in other RPGs, but refines and redefines these elements in ways that create **a refreshingly fun method of fighting**. Combat centers on Additional Attacks, which call for carefully timed button presses leading up to a powerful finish. Each time you nail an Additional, your level for that attack rises. You also accumulate points toward Dragoon transformations, which open up stronger attacks and allow you to use magic.

Sounds simple enough—and at first, it is. But as you progress through the game, you'll unlock increasingly difficult attacks. While you're likely to have runs in which you're nailing every Additional, just wait until those boss battles, when finishing your moves matters the most. Heck, there are even a few fights in which you'll get pummeled by a particular baddie if you don't complete your moves, adding even more pressure to get it right.

Equally as important as the battle system is the story—and that's another area where Dragoon

takes its cues from Square's library of classics. The world is roiled by warfare and mankind is threatened by the re-emergence of a superior race—but even with all the tumult, Dragoon remains a character-driven tale. The star of the story is Dart, a young man more endearing than the whiny Cloud (FFVII) but less melodramatic than the moody Squall (FFVIII). During his adventure, Dart will team up with a diverse group that never quite rises above the level of thinly drawn stereotypes, but are sympathetic and likeable nonetheless.

Dragoon's focus on the characters, on the human drama, helped draw me deep into its world. With the spotlight shining brightly on the heroes, I never got overwhelmed by the various subplots and twists. I did cringe at a few of the writing gaffes, and there are some cliché moments, but none of that detracted from an otherwise **well-told story**.

Dragoon's most remarkable feature, though, is its pacing. Now that may seem like an odd point, but after suffering through too many RPGs with drawn-out dungeons, obtuse mechanics and overblown stories, I found this game's **gentle learning curve and superior level design** to be notable achievements. Dungeons are moderately sized, with a manageable number of encounters (many areas even forgo the random battles altogether). Plus, there are plenty of fun, challenging boss battles.

The battle engine also helps change the very nature of the gameplay. The Additional Attack system forced me to pay attention during the fights—but without that frenetic feeling I got from Final Fantasy's Active Time Battle system. I found it to be an excellent balance between active participation and passive gameplay.

Still, some might lament the fact that Dragoon is **extremely linear**. The game flows from area to area with little opportunity for exploration. But that wasn't a problem for me, as I prefer to know where I'm going rather than wandering aimlessly in search of my next objective.

So does Sony's RPG have what it takes to go up against the mighty Square? Most definitely. The game is enormous, packed with intriguing gameplay ideas, detailed CG backgrounds, gorgeous FMV sequences and an engrossing story line. But most important, **Dragoon had me completely hooked**, anxious to put aside my other responsibilities during this crazy E3/redesign deadline just so I could get in another few hours of play time.

And I can't think of a better endorsement than that.

Final Score ●●●●◖

Gary Steinman

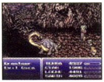
Players: 1
Memory Card: 1 block

What... on earth is...

Dart
Haschel
Rose

A Brief History of Timing

Dragoon isn't the first traditional RPG to combine timed button presses with turn-based attacks. Here's a quick look at some notable predecessors (keep in mind we're not considering action or adventure/RPGs).



Final Fantasy III

Just one character uses timed attacks in Final Fantasy III, but it's such a cool system that it's worth mentioning. Sabin, a master of martial arts, uses his Blitz techniques to devastate foes. Each attack requires a different button combo that's even more like a fighting game than Zell's Limit Break attacks in FFVIII.

Final Fantasy VIII

Most Guardian Forces can be "Boosted" by furiously mashing the X button in carefully timed spurts. Also, two characters have finger-flexing Limit Breaks: Squall's calls for a series of taps on the shoulder button, while Zell's uses button combos similar to those found in many fighting games.

Shadow Madness

Hitting the X button right as you connect with a standard attack doubles the power of that attack. While this may seem fun at first, it becomes an exercise in tedious monotony after about the billionth time—especially since it's way too easy to pull off with most of the characters. Definitely uninspired.

Super Mario RPG

This SNES classic had one of the most enjoyable RPG combat systems ever. Mario, for example, could jump on enemies' heads, much like in his platforming adventures; the more times you hop on a baddie, the more powerful the attack. Plus, the rest of the cast had similar kinds of attacks.

TETSUO
00011150
70
CREDITS 3
PAUL

Gekido

• Expendable

Publisher Infogrames
Developer Rage
Web Site www.infogrames.com

Rage must have known the rules of making a good shooter, because they managed to break them all with Expendable. First off, **the clunky control is just about useless for a twitch game.** Then there are the cheapie deaths: You'll get stuck on walls, lost among a swarm of baddies (because the hero is often too small to see), and walloped by annoying environmental hazards. Finally, the two-player levels—both cooperative and deathmatch—are even less satisfying than the single-player game. Sure, there's some nice eye-candy here, but that's not enough to cover up Expendable's ugly gameplay.

Final Score ●◖

Gary Steinman

Players: 1–2
Memory Card: 1 block

4350
TIME
173
8905

Expendable

Expendable

• Gekido

Publisher Interplay
Developer Gremlin
Web Site www.interplay.com

Like many of us who've been playing games since before the 32-bit console era, the developers of Gekido were big fans of old-school beat-'em-up titles like Streets of Rage and Final Fight. So they set out to create a game that would rekindle the magic of those classics while adding new elements to keep things fresh. They got a few things right—but they got a few things wrong, too.

Gekido allows you to choose from a standard set of fighters and pits you against hordes of enemies as you battle through a variety of levels. Along the way you'll learn lots of combos, which you'll ultimately need in order to succeed. The graphics are pretty slick, and the audio features tunes from such popular groups as Fatboy Slim.

But **what really hurts Gekido is the frustrating amount of cheap hits** from enemies (you'll constantly get whacked from behind). That, and the fact that you often can't see what the heck is going on. Thankfully, there are some other modes to unlock, such as one-on-one fighting (which could almost pass as a decent fighting game on its own) and a team battle mode for four players.

Overall it's **a pretty good fighting package**, and anyone interested in beat-'em-ups ought to at least try renting it. The thing that amazes me most about Gekido is that the game was essentially put together by two guys. Just imagine what could have been done with three.

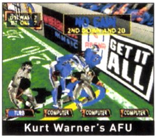
Final Score ●●●

Sam Kennedy

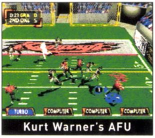
Players: 1-4
Memory Card: 1 block

0:35 NAS 13
2ND OKL 7
TURBO
COMPUTER
COMPUTER
COMPUTER

Kurt Warner's Arena Football Unleashed



Kurt Warner's AFU



Kurt Warner's AFU

• Grudge Warriors

Publisher Take 2
Developer Tempest
Web Site www.take2games.com

The problem with $10 games—judging from this month's offerings, anyway—is that you get pretty much what you pay for. As part of Take 2's new line of budget titles, Grudge Warriors could have been a decent game with lower production values or maybe just a couple flaws that could be overlooked due to the ridiculously low price tag. Nope.

The game puts you at the wheel of some kind of heavily armed Dune Buggy o' Death as you assault the island fortresses of rival gangs, trying to shut down the whole works while facing off against enemy vehicles. It can be described, as John noted, as "Tiny Tank meets Twisted Metal." And **it's about as polished as Tiny Tank—which is to say, not at all.**

Grudge Warriors is characterized by poor control, repetitive gameplay, a strangely high difficulty level and glitchy, first-generation graphics. The formula is simple: Drive. Shoot. Repeat. Some variety is gained in hunting down the generators necessary to shut down each island—in fact, that's really the main draw of the game, making it a kind of post-apocalyptic scavenger hunt. But overall **it's nothing we haven't seen a number of times before**.

However, is it worth the $10? To that I'd have to say yes; there's enough playability here (including a deathmatch mode) to warrant forgoing a couple Happy Meals. It just seems like Take 2 saved their money by hiring testers at minimum wage.

Final Score ●●
Joe Rybicki

TEEN
Players: 1-2
Memory Card: 1 block

• Kurt Warner's Arena Football Unleashed

Publisher Midway
Developer Midway
Web Site www.midway.com

Considering how well done Midway's NFL Blitz translations have been, it's pretty disappointing that the company's first-ever Arena Football game is so bland and uninspired.

Sure, the game includes the speed and arcade action Blitz fans have come to expect. In fact, the frantic pacing of the AFL itself (mostly a result of the ridiculous-looking 50-yard field) translates into a game that's even more intense than Blitz. And the addition of crazy new tackles—like head stomps, DDTs and knees to the crotch—makes for an even more brutal game overall, if you can believe it.

But the game itself looks so horribly jerky that it honestly gave me a headache after just a couple quarters. (One observer likened the look of the game to **playing football during an earthquake**—it's that bad.) The animations are similarly jerky, and the game is riddled with ugly graphical glitches, which actually sometimes make it difficult to distinguish what's going on when more than one or two players are grouped in a particular area. Now, I'm not one to say that graphic quality is more important than gameplay, but in this case it's detrimental to the game as a whole.

Still, it's the only AFL game in town, and it *is* pretty much **a slightly modified Blitz**, making it a fair choice for fans of that title's insane arcade action. I just wish Midway spent some time cleaning up the engine in order to meet the faster pace of this intense league.

Final Score ●●●
Joe Rybicki

TEEN
Players: 1-4
Memory Card: 9 blocks

Tokens
3
Generators
2

Grudge Warriors

POINTS
6258
SWITCH RAILSLI TO RAILSLIDE TO
HARDFLIP 50-50 GRIND
2.5 X 1185

Grind Session

Can Sony's new skater cramp Tony Hawk's street cred?

Publisher Sony CEA
Developer Shaba Games
Web Site www.playstation.com

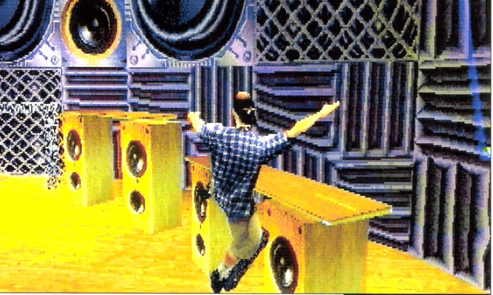
As a Tony Hawk's Pro Skater junkie, I'm not pleased when game makers try muddying the skater turf with half-assed efforts. THPS has come to define skateboarding games on any system. That being the case, I started playing Sony's new Grind Session with high bias. After all, I've been anticipating the Tony Hawk sequel the way kids stay up all night for Christmas, only I've been keeping a regular sleeping schedule. But through all that expectation I found that Grind Session is a really good game. There, I said it.

What makes Grind Session fun? Plenty. There are eight levels, two of which are competitions. Within the six non-competition levels there are four goals to accomplish: Points, Pro Points, Tech Lines and something to destroy (this changes with each level). The coolest of these goals are the Tech Lines, which are basically hard-to-reach paths that award you extra time. There are 10 Tech Lines per level and completing them all within the allotted, fluctuating time is often **a real challenge**.

Completing the aforementioned goals will earn you much-desired respect. Earning respect is how you win the game and unlock your Dream House (which I'll berate later). You've got 300 total respect points to achieve throughout the game, and they're not particularly

4641
289
0:51
Vans
450
1:15
4991
1000
0:54
5838
SWITCH 50-50 GRIND
224
1:02

Grind Session is aptly titled considering the amount of points you'll gain by grinding. Nothing like a kickflip to 50-50 to a hardflip to score big.



easy to attain once the levels get more vast and difficult.

The two competitions are a great facet of the career mode. Instead of doing the same course a few times, you'll take a run in each of the three categories: street, vert and best trick; the highest total points takes the prize. But **there are only two of these competitions, which is a bit disappointing**. Plus, the first is relatively easy and the second is really difficult; it would have been nice to have one more competition available.

Grind Session features three different ways to play against your buddies. The one called Skate isn't the rip-off of Tony Hawk's H-O-R-S-E that I first thought it was. You'll do a trick and the person who follows has to do the same sort of trick (whether it be a grind, a grab or whatever). If you successfully complete the trick, then you get to add a trick on. It gets challenging as the move string adds up to eight or nine linked moves. It's **a good addition to a thin multiplayer lineup** (which also includes versions of the Tech Challenge and Competition, with up to six players head-to-head or as many as 16 people grouped into four-man teams).

> I found that Grind Session is a really good game. There, I said it.

Shaba should have saved their time with the sparse Create A Skater: There are two girls and two guys; either you end up with a guy with sunglasses and a stocking cap or an ex-fraternity fellow with a backwards hat, or one of two overly attractive chicks. It's cool to pick out moves for the created skater, but I want to choose a hairstyle or at least decide what my skater is wearing. **Skating is about culture; let me choose it.**

2
POINTS
5759
1.5
357
0:02

In closing I'll say that there's plenty to like about this game, but ultimately the reward isn't there. You'll unlock a skating Dream House if you succeed in beating the levels, but it's not that cool. It's just a big house to skate in with a bunch of goofy rooms.

Luckily, the control scheme matches THPS, so it won't mix you up if you dabble back and forth. In the end, Grind Session is **a really strong effort**, but I just can't see that it's anything but a Band-Aid until THPS2 releases.

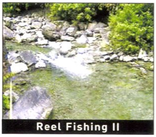
Final Score ●●●●

Todd Zuniga

EVERYONE E
Players: 1-16
Memory Card: 1 block

THE GREAT SKATE COMPARISON

	Tony Hawk's Pro Skater	grind session	Tony Hawk's Pro Skater 2
Total # of skaters	12	6 (plus a cast of hidden freaks)	13
Total # of levels	9	9 (if you're counting the Dream House)	8-10 (though we've heard rumors of mini-games)
Ultimate goal	Collect skate tapes	Earn mad respect	Collect big dollars and go spend-crazy
Final word on Create A Skater	Doesn't have it	Pretty half-assed, only two dudes and two pretty ladies	Encompassing; one of the best parts of the game
Coolest area to skate in	San Fran's Embarcadero	Detroit: USA's Murder Capital	Love Park in Philadelphia
Multiplayer options	Can play H-O-R-S-E or T-U-R-D-E-A-T and more!	Can play C.H.U.M.P., but can't change the title. Boo!	Too numerous to count; everything can be multiplayer
Bottom line	Set stage for a barrage of skateboarding games	Should have been called THPS 1.5	Though only 70% finished, it left our jaws dropped



Reel Fishing II

Reel Fishing II

• Reel Fishing II

Publisher Natsume
Developer Victor
Web Site www.natsume.com

In trying to make Reel Fishing II more complex than the original, Natsume may have made the game inaccessible to fans of other fishing games.

The game still has the unique qualities that are the trademark of Reel Fishing: locations presented with excellent looping video, tanks in which to store (and feed) your catch, etc. But actually catching the right-sized fish to allow you to progress to the next level is **far more challenging (not to mention time consuming) than it should be**, and the game lacks some of the better features of the original. Maybe it's more realistic, but it sure isn't more fun.

Final Score ●●

Joe Rybicki

EVERYONE E
Players: 1
Memory Card: 1 block

• Spec Ops: Stealth Patrol

Publisher Take 2 Interactive
Developer Runecraft
Web Site www.take2games.com

Joe summed this up nicely when he was watching over my shoulder and uttered, "Well, what do you expect for 10 bucks?" True, Spec Ops is really cheap, but does that mean that it's justifiably allowed to suck? I don't think so. Sure, the premise is cool; the Rangers go in two by two (either two-player co-op, or one player controlling two guys) and kick butt in a variety of linear, "real life" missions. The thing is though, **prolonged exposure to the game can evoke extreme rage** from its stupid, stupid, stupid idiosyncrasies. Control of your Rangers is cumbersome and unfriendly—switching weapons and items is difficult and requires fiddly button presses that are hard in the thick of combat, while the men themselves are so stupid they can't even deal with stepping over a tire if it's in the way. As for the enemies, well they seem to be in possession of some kind of stealth camouflage and "magic bullet" technology. Oddly they can hit you in the nuts even if you're lying down, behind a tree and on the other side of a hill. The graphics are chunky and dark, and while this evokes the correct "feel" for camouflaged stealthy combat, the crappy textures and bad art make locating the bad guys too tough. Maybe it's that way in real life, but **this is supposed to be a game, right?** With some "fun" injected along the way? Unless you're some firearms-obsessed loon or a video game masochist I'd hazard a guess that you'll hate this. I certainly did.

Final Score ●

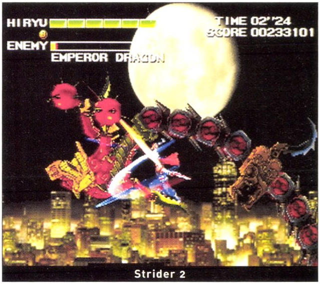
John Davison

TEEN T
Players: 1-2
Memory Card: 1 block

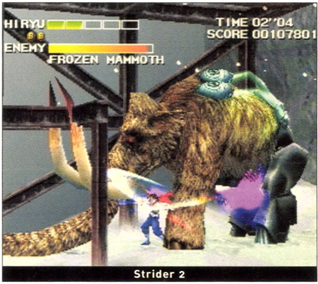
Spec Ops: Stealth Patrol

But enough about us... What do *you* think?

Do you think we were way off on one of our reviews this month? Do you feel like you noticed elements of the game that we missed? Well, here's your chance to sound off! Send us your own reviews of any current game at **opm@ziffdavis.com** *with the subject line "Reader Review" and you may see your own opinions in print. Remember, we're looking for reviews of the games—critiques of our own reviews will be noted but not considered for print. So there.*



Strider 2



Strider 2

• Strider 2

Publisher Capcom
Developer Capcom
Web Site www.capcom.com

In every way, Strider 2—Strider Hiryu's first starring game role since 1992's forgettable Journey from Darkness—echoes everything that made the 1989 arcade-turned-Genesis original such a classic. Sliding quickly past a tough obstacle... Using your sickle to cling to ceilings and scale walls... Swinging your plasma sword with enough ferocity to intimidate Darth Vader. They're all here!

Perhaps most remarkable (especially considering today's developer mentality of "we have the technology for 3D action, so we must use it"), Strider 2 is **very much a 2D platform game**. Hiryu's movements—like those of 90 percent of the games many of us played in our youths—are restricted to left and right as you madly tap that Square button through droves of tenacious enemies. It's an exhilarating feeling I honestly haven't experienced in a new game since Castlevania: Symphony of the Night proved the wonders of 2D gaming.

But that's not to say that 3D elements are totally absent from Strider 2—polygonal bosses and backgrounds add a sense of stylistic depth to which only the most rabid of 2D purists might object. And with the enhancement to graphics comes the addition of new moves for Hiryu like the double-jump and dash, all of which are completely welcome.

Unfortunately, Strider 2 features a major fault: Though you will perish many times as a result of the challenges ahead of you, it really means nothing when you can continue every time. **That's right, folks, unlimited continues. You can easily beat this game in two hours**...probably even less. And while playing through does offer decent rewards the first few times, your negligible feeling toward death negates much of the game's potential excitement. It turns what could have been a very intense gaming experience into merely the most intense type you can possibly have with unlimited continues. The inclusion of the arcade-perfect original slightly alleviates this lack of depth, yet it still fails at making the package worth more than a rental. Still, for those who relish they heyday of 2D platformers Strider 2 is the most *essential* video game rental in years. We can only hope it inspires other developers to create similar titles—as long as they learn to restrict those continues!

Final Score ● ● ● ◖

Chris Baker

E EVERYONE
Players: 1
Memory Card: 1 block

• Test Drive Le Mans

Publisher Infogrames
Developer Eutechnyx
Web Site www.us.infogrames.com

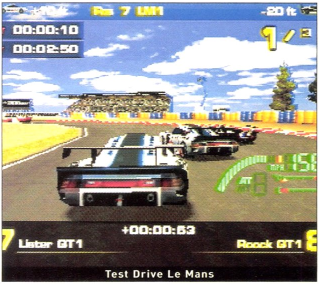
To most people, the idea of a race that goes on for 24 hours is just about the most boring thing they could possibly think of. It makes NASCAR seem like an inspired idea. Fortunately a.) this game isn't just the Le Mans race, it tackles a number of GT1, GT2 and Prototype races too and b.) Le Mans itself is handled pretty well. You can race for what seems like forever if you wish, but the game does a passable time compression thing that makes you feel like you're racing all day and night. You race around, you spend a lot of the time wondering where all the other drivers are, you pass someone every now and then, and that's it. It's not exactly Gran Turismo, and it's arguably not that fun, but it's OK. **My biggest complaint is that the cars feel all wrong.** You'd expect a lightweight, high-powered brute that's shoving all that power through its back wheels to really tug on the corners, wouldn't you? Even in the "professional" mode with all of the (quite handy at first) driving aids turned off, the cars still feel like they're on rails. I was hoping to have to really fight with the torque, but you never really "feel" it. There's just no excitement, and you never feel like you're flying around at 200mph.

I guess it's a *fairly* passable game. It looks OK, and sounds fine, but **it all comes across as just being overwhelmingly average**. Those of you unable to handle an over-enthusiastic Brit gushing about minor race details might want to turn off racing driver/Brit TV presenter Tiff Needell's incredibly annoying commentary though. It's a tad grating.

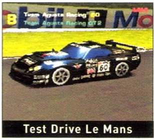
Final Score ● ● ◖

John Davison

E EVERYONE
Players: 1-2
Memory Card: 2 blocks



Test Drive Le Mans



Test Drive Le Mans

Test Drive Le Mans

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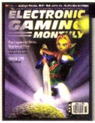

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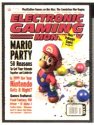

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40 Winks	GT Interactive	●●●●	28
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Akuji the Heartless	Crystal Dynamics	●●●	18
Alexi Lalas International Soccer	Rockstar	●	23
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Army Men 3D	3DO	●●●	20
Army Men: Sarge's Heroes	3DO	●●	32
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Interactive	●◖	5
Big Air	Accolade	●◖	20
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blast Radius	Psygnosis	●●●◖	19
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
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Bomberman Fantasy Race	Atlus	●●◖	19
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Bottom of the 9th '97	Konami	●●●◖	1
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breath of Fire III	Capcom	●●●◖	9
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FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
Fighter Maker	Agetec	●●●◖	21
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Final Fantasy Anthology	Square EA	●●●●◖	26
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G-Police 2	Psygnosis	●●●●	25
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Galerians	Crave	●●●	33
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Gauntlet Legends	Midway	●●◖	32
Gex: Deep Cover Gecko	Eidos	●●●◖	20
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Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
Guardian's Crusade	Activision	●●●	19
HardBall '99	Accolade	●◖	15
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int. Superstar Soccer '98	Konami	●●●●◖	11
International Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Irritating Stick	Jaleco	●●●	18
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jeopardy!	Hasbro Interactive	●●●●	17
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◖	23
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
Legend of Legaia	Sony CEA	●●●●	19
Lode Runner	Natsume	●●◖	4
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
March Madness 98	EA Sports	●●●●	7
Marvel SH vs. Street Fighter	Capcom	●●●◖	18
Marvel Super Heroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◖	30
Mass Destruction	ASC	●●◖	3
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man X4	Capcom	●●●	4
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Interactive	●●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLBPA Bottom of the9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro Interactive	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Seed	Sunsoft	●●◖	20
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
MTV Music Generator	Codemasters	●●●●	28
N2O	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR Rumble	Electronic Arts	●●●◖	31
NBA Fastbreak '98	Midway	●●◖	4
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL Rock the Rink	Electronic Arts	●●●●	32
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Pong	Hasbro Interactive	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Soccer 2	Psygnosis	●●●	5
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Q*bert	Hasbro Interactive	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Ray Tracers	THQ	●●●	5
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil: Director's Cut	Capcom	●●●	2
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Interactive	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the Three Kingdoms VI	Koei	●●	30
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Scrabble	Hasbro Interactive	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Shipwreckers	Psygnosis	●●●	3
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
Skullmonkeys	Electronic Arts	●●●●●	6
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park Rally	Acclaim	●◖	29
South Park: Chef's Luv Shack	Acclaim	●	28
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Sports Car GT	Electronic Arts	●●◖	21
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Wars: Episode I—Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I—The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Striker Pro 2000	Infogrames	●●●●	33
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tarzan	Sony CEA	●●●◖	24
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive: Off Road 3	Infogrames	●●	26
The Fifth Element	Activision	◖	15
The Lost World: Jurassic Park	Electronic Arts	●	2
The Misadventures of Tron Bonne	Capcom	●●●●	31
The Next Tetris	Hasbro Interactive	●●●	24
The Unholy War	Eidos	●●●	14
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiny Tank	Sony CEA	●●◖	16
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tombal	Sony CEA	●●●●	11
Tombal 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Toonstein: Dare to Scare	Vatical	●●◖	29
Toy Story 2	Activision	●●●	28
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'N Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Ultimate 8-Ball	THQ	●●●●	22
Um Jammer Lammy	Sony CEA	●●●◖	24
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vegas Games 2000	3DO	●●●◖	27
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warzone 2100	Eidos	●●●●	22
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
Wheel of Fortune	Hasbro Interactive	●●●●	17
Wild 9	Shiny/Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
WipeOut 3	Psygnosis	●●●●	26
Wold Cup 98	EA Sports	●●●	10
Worms Armageddon	Hasbro Interactive	●●●◖	27
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF War Zone	Acclaim	●●●●	12
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Files	Fox Interactive	●●●	28
X-Men: Children of the Atom	Acclaim	●●	6
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25

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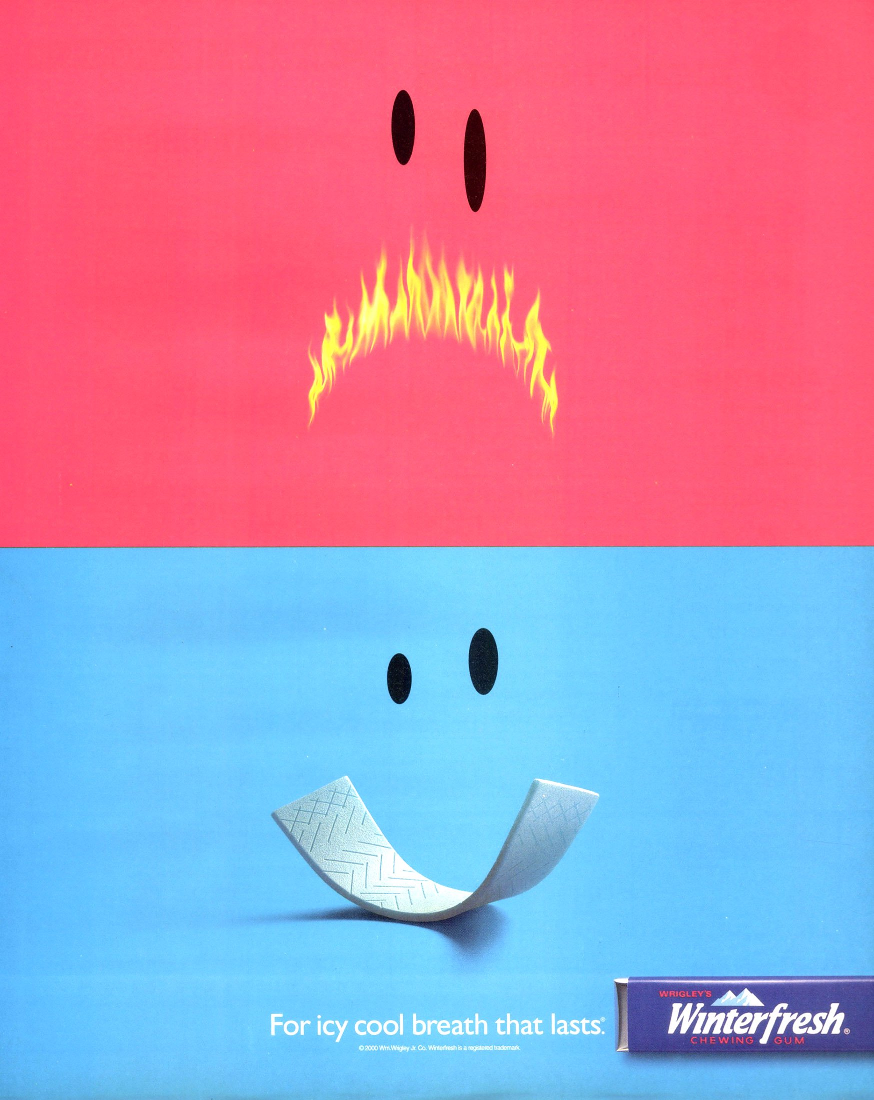
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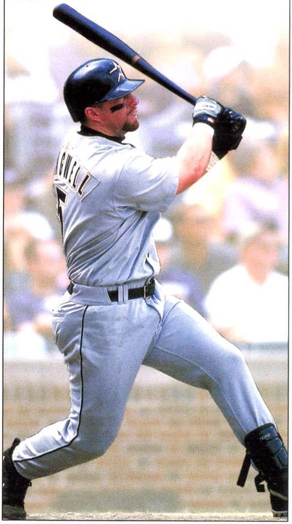
TRICK OF THE MONTH

Triple Play 2001

Triple Play Dream Team

From the Main Menu Screen, choose Big League Challenge. When you get to the Player Select Screen, hold L1+R1+Up simultaneously. Keep holding these until you hear the announcer say, "Triple Play Baseball." Now you'll be able to play as this team in Big League Challenge mode.

Check out more cool codes in our Triple Play Strategy on pages 114-115



MEDIEVIL II

MEDIEVIL ENEMIES

Cannot be killed?
Many of these enemies cannot be killed—only stunned. It's best to identify these foes quickly. They're a pain.

Learn the patterns:
By knowing the weaknesses and patterns of the enemies, you can save yourself from taking a lot of damage.

Pumpkin

Two good Axe hits will wither the vines of this vegetative nightmare. Attack from a distance.

Mullock

Friendly at first, these guys become a problem really fast. Just keep away from them.

Vulture

Stabbing attacks will cleave these birds, but swings will often miss their heads.

Henchmen

These annoying guys cannot be killed—only stunned. Avoid them like the plague.

Gargoyles

The Gatling Gun will clean the clocks of these flying nightmares. Kill them quickly.

Hunter

Fight fire with fire. Kill these annoying guys with your pistol at close range.

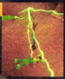
Little Girl

Just avoid this playful pest. You cannot kill this tyke, but she sure can love you to death.

Zombie

Slow moving and weak, these enemies will fall apart easily after a few sword swipes.

Necromancer



Kill off his minions and strike him when he becomes solid. Stop him from raising the dead!

Vampires

Just lead them into the light and keep away until they explode.

Living Armor

Run around these guys to avoid their sword swipes and strike with a circular attack.

Anubis Jackal

Keep away from these fearsome monsters and shoot them from a higher platform.

Army Men:Air Attack

Enable All Co-Pilots

Press Start on the Title Screen to go to the Main Menu. On the Main Menu, access the Password Screen. Now enter this code to get access to all the co-pilots:
Up, Down, Up, Down, Up, Down, Up, Down. Press Start to accept the code. Begin a new game and move down to the Co-Pilot option to access them.

Army Men 3D

After you have started the mission, press the START button to bring up the pause screen. Enter these codes quickly; they must be put in within three short seconds to make them work.

Make Sarge Invincible: Hold Square, Circle, L1, L1+L2 (Simultaneously).

All Weapons: Hold Square, Circle, R1, L1, R1+R2 (Simultaneously).

Bust A Groove

Dance Preview: Finish the game under the "Normal" difficulty setting with any character and you'll open the Dance View on the main menu screen. You will be able to view dance moves, mess with camera angles, and other stuff with any of the characters who completed the game. Make sure you save!

Alternate Characters: Highlight a character from the player select screen, hold SELECT, and press X. You'll get that character's alternate costume.

Play as Capoeira: Finish the game under the "Normal" difficulty level with any character. Now you can choose Capoeira.

Play as Robo-Z: Finish the game under the "Normal" difficulty level with any character after you acquire Capoeira.

Play as Burger Dog: Finish the game under the "Normal" difficulty level with Hamm after acquiring Robo-Z.

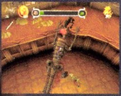
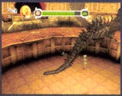
Play as Columbo (The Mouse): Finish the game under the "Normal" difficulty setting with Shorty after acquiring Robo-Z. Now you will be able to access all the hidden characters in 1p or 2p Mode!

Bust-A-Move 4

Enter these codes quickly at the title

THE BOSSES

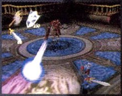
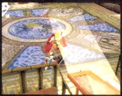
Tyrannosaurus Wrecks

First form: This skeletal Rex will chase you down spewing flames up your backside. After a few attacks the monster will raise up on its hind legs and start calling smaller skeletons. This is when you climb up on its back to slice at the supple pink brain.

Second form: The battle isn't over yet. The boss will return as a flying creature. Dodge the flaming pools that it spits and wait for it to call for a few friends. Use your Pistol to shoot its brain. After you take down this form, you've won.

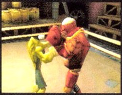
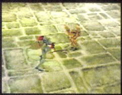
The Count

First form: Flip the mirrors so they stand up straight. When the Count tosses a fireball at you, dodge to the side and his attack should reflect back to him. When the Count charges at you, keep running until he tries to blast you again.

Second form: Weakened, but not defeated, the Count will redouble his attacks. This time you must hit each mirror so it reflects the light from the ceiling. After all of the mirrors are in position, the Count will burn. It only takes a couple of hits after that.

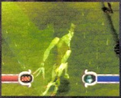
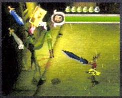
Iron Slugger

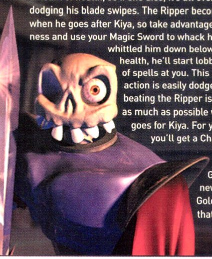
Fight to the death: Uppercuts are the key to victory. If you've dropped to less than a quarter of health, keep moving away until the round ends. Once you start pounding limbs from your opponent, you should take him out easily. It may take a few attempts.

Between rounds: If you've lost any limbs, you can retrieve up to two of them between the rounds. You'll have to catch the nasty little Imps, but throwing your Axe around should make short work of them. If you want to learn how to fight, try reading the book.

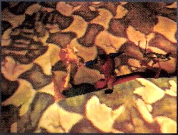
The Ripper

Saving Kiya from the Ripper: Kiya only has a limited amount of health, so if she dies, it's all over! Run around, dodging his blade swipes. The Ripper becomes vulnerable when he goes after Kiya, so take advantage of his weakness and use your Magic Sword to whack him. After you've whittled him down below 50 percent health, he'll start lobbing a plethora of spells at you. This desperate action is easily dodged. The trick to beating the Ripper is to attack him as much as possible whenever he goes for Kiya. For your efforts, you'll get a Chalice of Souls (that earns you the Gatling Gun) and a new suit of Golden Armor that totally rocks.



The Demon



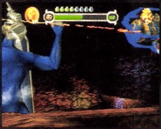
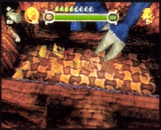
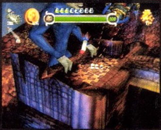
Henchmen battle: You must face Mander and Dogman again. Circle around Dogman and try to cleave Mander with your Sword. The amphibian will be a bigger threat in the long run, so weaken him first. You will likely kill Dogman before him, although you'll do so accidentally. Keep moving and circling. Swing your Magic Sword repeatedly and they'll take some massive damage.

When it is just Mander on the screen, put your sword away and switch to your Flaming Crossbow. Fire away and he'll burn to death without much of a fuss. You are about to face the final opponent...

The final battle: You must face Palethorn as well as a demon he has summoned. It may seem daunting, but this battle isn't too bad once you figure out how to stop them both at the same time.

The demon will start by slamming his fists into the ground. Dodge them and avoid the rubble. He will also radiate fire from the center of the screen. Just jump over it to avoid taking damage.

Palethorn is decked out in a spaceship. He'll rake you with machine guns while launching homing missiles. Keep dodging from side to side to avoid most of the havoc. When he flies overhead, here is your chance to attack. Fire your gatling gun into his backside and he'll temporarily lose control and blast the demon. This will aggravate him and he will backslap his ship as if it were a child's toy. Just do this five or six times to win the game.

screen while the words "Press Start Button" flash.

More Puzzles: At the title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu, choose "Puzzle" and then pick "Arcade." Choose your difficulty level and then you'll be able to play a plethora of new stages!

All Characters: Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.

Tarot Reading: Up, Triangle, Down, Triangle, Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.

Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must have put in the All Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.

Crash Bandicoot

All Levels: Enter the following code at the "Password" screen: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

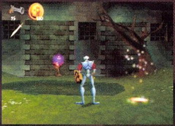
More Tracks: Right, Right, Left, Triangle, Right, Down, Down.

Invisible Racer (only wheels): Up,

(cont. on page 112)

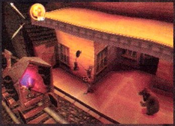
THE CHALICES

Here's a list of all the chalices in all the different areas. It looks like a big pink ice cream cone, although some say it looks more like a big hunk of cotton candy. Rumor has it the "chalice" is just to feed Dan's hungry belly. Look at the guy—he's bone thin! Seriously, though, here's where you'll find them.



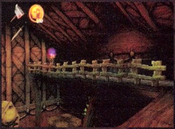
1. The Museum

▶ The doorway to the left of the cannon leads to a small garden. If you look above the small pond, you will find the outlines of a Chalice floating there. If you have killed enough enemies, the Chalice will be yours! This will earn you the **Cane Stick** later.



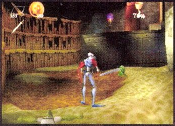
2. Kensington

▶ To find the Chalice, climb up the ladder next to the entrance of the first tunnel. Make your way to the station and ring the bell. The train will arrive, carrying the coveted Chalice of Souls. This will earn you the **Hammer of Thor** back at the Professor's Lab.



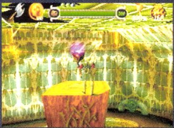
3. The Freakshow

▶ There is a barn near the entrance to the spinning corridor. If you enter and climb up to the second floor, you will find the glowing Chalice in the far corner. Collecting this item will earn you the **Crossbow** when you return back to the laboratory.



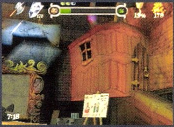
4. Greenwich Observatory

▶ The Chalice is fairly difficult to reach. It is on the last ruined ship in the ship graveyard. You will have to nimbly jump to get there. You will have to almost kill every single enemy in the area in order to collect enough souls. This Chalice will earn you the **Axe**.



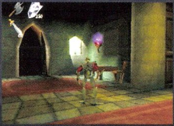
5. Kew Gardens

▶ After you have killed all of the Pumpkin monsters in the garden, you will be able to find the Chalice way up high. Go back to the room where you acquired the Hothouse Valve. Climb to the top of the tree. This will earn you some **Bombs**.



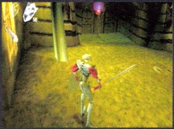
6. Dankenstein

▶ Have you searched and re-searched the entire area for the Chalice and keep coming up empty-handed? Climb the train track and follow it till it weaves above the main computer. Look atop the mainframe. This will earn you the **Broad Sword**.



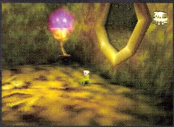
7. Wulfrum Hall

▶ This Chalice is right in the open. You will find it on a table next to the front door of the mansion. You won't be able to get it right away, of course, so you'll have to backtrack to it later. Collecting this item will earn you the **Lightning**.



8. Whitechapel

▶ The Chalice can be found is a small alcove down a side street. It is right near the second cemetery and shouldn't be too hard to find. Just look for the glowing cup and you should be fine. Collecting this item will earn you the **Blunderbuss.**



9. Sewers

▶ If you go back to the room where you saved the first girl, you will notice a pair of spectral hands following you. This is an important clue. Mount the hand and crawl inside one of the Worm pipes. The Chalice you earn will get you the **Magic Sword**.

(cont. from page 111)

Up, Down, Right, Right, Up.
Super Turbo Pads: Triangle, Right, Right, Circle, Left.
Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.

After entering one of these next tricks, you will have to reset the game to get a different unlimited object.
Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.
Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.
Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.
Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS.," or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode. At main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).
Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.
N. Trophy: Down, Left, Right, Up, Down, Right, Right.

Cyber Tiger

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.
Cyber Badlands Course: HARESO
Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE
Cyber Summerlin Course: PORASO
(Now you have your choice of courses!)

Fear Effect

Infinite Ammo
This one's self-explanatory. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.
Infinite Health (No Fear)

Get By On Limited Life

Staying Alive

Health reservoirs contain a set amount of life; once you use them, they're gone for good. This means you'll need to conserve your life as much as possible. If you are on a later level and need a quick pick-me-up, look for the secret passages in the easy levels. Remember, you must complete the level in order to acquire what you have gained in the level. Health Vials refill as well.

You can acquire a limited amount of life from these reservoirs.

How to Fight

It's not the size of the sword, it's how you swing it

Dan has two types of attacks with most kinds of weapons. The jab is done with the X button. It is perfect for quick strikes against a single enemy. If you are surrounded, the Square button will normally perform a wider attack that can hit multiple opponents. This attack is generally slower and leaves you open a bit longer.

Charging Up

Many of the weapons have a charge move. This is done by holding down the Square button and releasing when the weapon glows. These attacks vary from weapon to weapon, but most can kill weaker enemies with a single blow. Whenever you get a new weapon, you should try this move (don't worry about wasting this attack—you can do it as many times as you want).

When You Run Out Of Ammunition

The reason for collecting gold

The only way to acquire ammunition for your weapons is to buy it from a bizarre creature known as the Spiv. This creature can also do things such as recharge your magic, or repair your armor and shields. None of these benefits come cheap, though, because the Spiv is trying to make a profit. You can find the Spiv on every level, but he's often hidden. You'll know that the Spiv is around if you hear a weird snorting and grunting. Bring lots of gold to him.

The Spiv will refresh your ammo stocks—for a price.

Out Of Body Experience

What those weird hands are for

Dan can remove his head and place it in one of those spectral hands. This ability allows you access to hard-to-reach spots like small holes. You will trigger this ability once you reach Wulfrum Hall. You will not be able to do this move before.

Last minute help

All of the small secret passages have life reservoirs. Remember the entrances to these passages so you can come back to them at later points in the game. The last few levels are extremely difficult, and you'll need every speck of life you can get your hands on.

Puzzling

You can also use your head to trigger switches far from your body.

Life Bottle Locations

Useful Tools

Life Bottles help keep you alive long past your normal life meter and they also save you from "instant death" effects such as falling from a great distance. You will find them throughout the course of the game, and each one you get will essentially allow you to gain an extra life. Take a look at the list below to find out where to find them.

Kensington

- Look in the remains of the T-Wrecks boss.

The Freakshow

- Look in an alcove behind one of the wagons.

Kew Gardens

- The first pumpkin patch has a bottle out in the open.
- Look in a little room off of the Hothouse.

Wulfrum Hall

- It is down a corridor on the second floor of the mansion.

Whitechapel

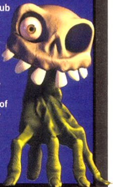
- The lady in the club will give you one.

The Sewers

- After you save the first girl, there is a section you can climb up.

Cathedral Spires

- Look on the side of the main spire by one of the souls.
- Also, look in the room containing the last soul.



Your skull can ride on those strange spectral hands.

WWF SMACKDOWN!

Hidden Jabronis

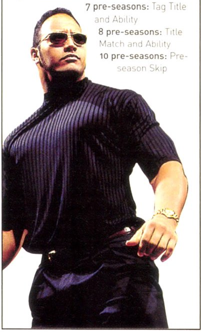
As you play through an entire season in SmackDown! (after the Wrestlemania dust has settled), you'll either unlock secret characters or get extra attribute points for your created wrestler. Here's a list of what you'll unlock each year.

1st year: Ivory
2nd year: Prince Albert
3rd year: Jaqueline
4th year: Viscera
5th year: 80 points for created wrestlers
6th year: Mideon
7th year: Gerald Brisco
8th year: Pat Patterson
9th year: 90 points for created wrestlers

Pre-Season Mania

If you complete the following number of pre-seasons, you'll be rewarded with what's listed below. Patience pays off.

1 pre-season: Wealth
2 pre-seasons: European Title and Ability
3 pre-seasons: Women's Title and Ability
4 pre-seasons: Tournament and Ability
5 pre-seasons: Hardcore Title and Ability
6 pre-seasons: IC Title and Ability
7 pre-seasons: Tag Title and Ability
8 pre-seasons: Title Match and Ability
10 pre-seasons: Pre-season Skip



Also self-explanatory. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.

Infinite Weapons

Opens all possible weapons for each character on that level. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Up, Circle.

1-Hit Death with Firearms

Kills foes with one hit when using a gun. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1.

1-Hit Death with Melee Weapon

Slapjack, Knife, or Brass Knuckles kill with one hit. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, L1.

Target Practice Mode.

All Enemy Detection is turned off. L1, Triangle, Up, Down, Circle, Circle, Left, Left, L1, L2.

Suicide Mode

All NPCs have higher health and rate of fire. PC has infinite ammo. Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.

Rate of Fire Increase

All of the PCs weapons shoot super fast. L1, Triangle, Up, Down, Circle, Circle, Up, Up, Up, Down.

Instant Puzzle Solve Mode

Solves puzzles immediately, and makes those strategy guide completely useless. L1, Triangle, Up, Down, Circle, Circle, Down, Down, Down, Up.

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

Final Fantasy Tactics

Get Cloud in Your Party: This trick starts in Chapter 4, which is fairly far into the game. In Machinery City you will find an ancient robot. Even though you can't activate the robot, it is important, so be sure to remember it. After getting the robot, go to the Royal Capital and enter the

(cont. on page 114)

SYPHON FILTER 2

Mission Secrets, and what they unlock

Mission 1 - Colorado Rockies
When you find the H11 crate in the cave near the waterfall ravine you will unlock the "Colorado Rockies" arena.

Mission 3 - Colorado Interstate 70
When you get the Binoculars out of the crate in the back room of the first tunnel you will unlock the "Caves" arena.

Mission 8 - C-130 Wreck Site
Kill Archer with one shot as he rides the chopper (good luck) and you will unlock the "Jungle"arena. Also, if you beat this mission in less than 3 minutes you will unlock the Syphon Filter 1 characters for Two-Player mode.

Mission 9 - Pharcom Expo Center
When you find the Girly Mag in the locker you will unlock the "Pharcom Incubator Lab" arena.

Mission 11 - Moscow Club 32
If you kill all three body guards on the dance floor in the beginning before they toss grenades you will unlock the "Disco Basement" arena.

Mission 12 - Moscow Streets
Get the PK-102 from one of the white cars that try to flatten you and you will unlock "Rhoemer's Bunker" arena.

Mission 13 - Volkov Park
If you can get to the first car before the agent blows it up you'll find a Biz-2 inside. This will unlock "Surreal" arena.

Mission 15 - Aljir Prison (Break-in)
If you can make it through the whole level without the crossbow you'll unlock the "Aljir Prison" Arena.

Mission 18 - Agency Bio-Lab (Escape)
When you enter the Operating Room you will unlock the "Agency Computer Lab" arena. You get to the Operating room by entering the ventilation shaft that you exited last in the previous mission—not the second one that leads out into the hallway.

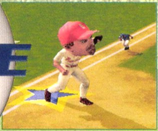
Mission 19 - New York Slums
Find the Dirty Laundry in the washer in the burning building. This will unlock "D.C. City Park" Arena.

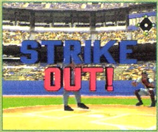
Mission 20 - Slums District
If you make it to the top of the stairway in the parking garage you will find a crate with an M-79 inside. This will unlock the Syphon Filter 2 characters for Two-Player mode.

EA SPORTS

TRIPLE PLAY 2001

One of the charms of Triple Play 2001 is the crowd of unlockables throughout the game. You'll find some of the All-Century team players who can be unlocked with consecutive strikeouts, diving put-outs and a whole slew of other things. Here's a complete list. Enjoy the pastime!





POTENTIAL CHEAT/ REWARD LIST

Skinny Players – One HR in a game with a player who weighs less than 160 *(13 players—allow created players)*
Large Players – One HR in a game with a player who weighs over 250 *(four players—allow created players)*
Strong Arm – Two Outfield Assists by same player in a game / two Pickoffs by same player in a game / two Caught Stealing by same player in a game
Fast Players – Three SB by same player in a game
Big Glove – One diving catch/wall climb in a game by team
Huge Glove – Two diving catches /wall climbs by in a game by team
Pulsating Glove – Three diving catches / wall climbs in a game
Big Head – Four runs scored in a game by team
Huge Head – Eight runs scored in a game by team
Pulsating Head – Twelve runs scored in a game by team
Big Baseball – Three K's in a game by team
Huge Baseball – Six K's in a game by team
Flaming Baseball – Nine K's in a game by team
Pencil Head – Six K's in a game by team *(against User)*
Tall Players – Eight hits in a game by team
Tiny Players – Twelve hits in a game by team
Tiny Head – Sixteen hits in a game by team
Power-up Offense *(Every player on team's offensive attributes slightly increase)* – eight HR hit in a game by team
Power-up Defense *(Every player on team's defensive attributes slightly increase)* – three double plays turned in a game by team
Power-up Speed *(Every player on team's speed attributes slightly increase)* – six SB in a game by team
Invisible Players – Three Triples in a game by team
Big Bat –Two HR by same player in a game
Small Bat – Three Strikeouts by same player in a game
Pulsating Bat – Five runs scored by same player in a game
Superstar Difficulty *(Better than All-Star)* – Defeat a team in Single Game with All-Star difficulty setting
CPU Assist *(Catch-up logic)* – Defeat a team by more than 10 runs

UNLOCKING THE HIDDEN LEGENDS

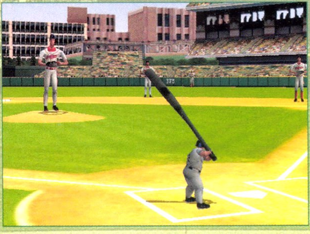
Hank Aaron –Two HR over 500 ft. from same player in same game (any team) OR hit 50 HR in one season with an Atlanta Brave *(Season Mode only)*
Babe Ruth – Hit a HR with the pitcher *(any team)* OR Win the World Series with Boston *(break the "curse of the bambino")*
Willie Mays –Four diving putouts *(catches/over the wall climbs/dive and throw out runner)* in a game

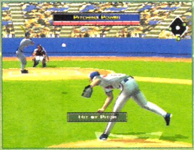
(cont. from page 113)

bar. Ask for some information; you should learn about the Saint Dragon and a hunter will ask to join your party. Recruit him and go to the Mining City. When you get there, help the Saint Dragon. You should be able to get the Aquarius Zodiac Stone there. Take the Stone back to Machinery City and use it on the robot. Once it becomes functional, leave. On your way out, you should find another machine. You can't do anything with it just yet, but make sure to hold onto it. Leave the city and head for Nerubes Temple. After fighting Worker No. 7, the Saint Dragon will transform into a young girl and you will get the Cancer Zodiac Stone. Head back to Machinery City. Use the Cancer Zodiac Stone to activate the ancient machine. It will bring Cloud back from the future and he will join you. Now find Aeris in one of the towns nearby and buy some flowers from her. She'll be attacked and Cloud will rush to the rescue. At the end of all this, Cloud will officially join your party.

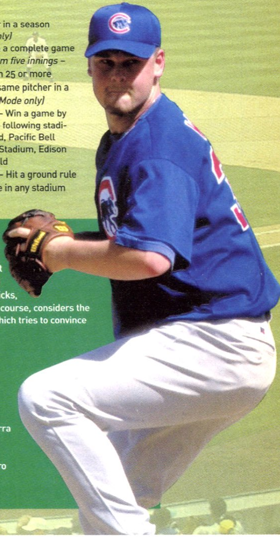
Knockout Kings 2000

Pulsating Heads: Go into Career Mode and create a new boxer. When asked to enter your name, put in THROB and then select your Gym.
Unlock Mills Lane: Go into Exhibition and fight a match in any weight class. During the fight, you must be disqualified by giving your opponent a kick to the stomach three times. Do this by pressing





(any team) OR collect a HR, a SB, and make a diving putout with the same player in any post-season game *(Season Mode only)*
Frank Robinson –Lead-off the game with back-to-back HRs *(any team)* OR Player from user team wins National League Triple Crown *(Season)*
Harmon Killebrew –Three HR over 500 ft. from any players in same game OR win the World Series with the Minnesota Twins *(Season Mode only)*
Reggie Jackson –Hit 10 HR as a team in a game *(any mode)* or hit three HR with the same player in any World Series game *(Season Mode only)*
Mike Schmidt – Four HR from same player in same game *(any team)* OR win the World Series with the Philadelphia Phillies *(Season Mode only)*
Mickey Mantle – Hit a home run longer than 565 feet *(any team)* OR have a player from a user team win an American League Triple Crown *(Season Mode only)*
Jimmie Foxx – Eight RBI's from same player in same game *(any team)* OR collect 175 or more RBI's in a season with the same player *(Season Mode only)*
Willie McCovey – Hit back-to-back –to back home runs in a game *(any team)* OR win the World Series with the San Francisco Giants *(Season Mode only)*
Ted Williams –Collect six hits with the same player in a game *(any team)* OR have a player hit .400 in an entire Season
Eddie Mathews –One triple play *(any team)* OR win the home run crown with a Milwaukee Brewer *(Season Mode only)*
Ernie Banks –Six double plays *(any team)* OR win the World Series with the Chicago Cubs *(Season Mode only)*
Mel Ott – Hit a home run with someone who is 5'7 or less *(any team, including created players)* OR hit a grand slam home run in any post-season game *(Season Mode only)*
Eddie Murray –Hit a home run from both sides of the plate in a game with same player *(any team)* OR win the World Series with the Baltimore Orioles *(Season Mode only)*
Lou Gehrig - Have a user-controlled player hit for the cycle in a game *(any mode)* OR win 117 or more games with a user-controlled team in a season *(Season Mode only)*
Jackie Robinson –Steal four bases with the same player *(any mode)* OR steal home in any post-season game *(Season Mode only)*
Ty Cobb – Steal home two times in same game *(any team)* OR win the World Series with the Detroit Tigers *(Season Mode only)*
Satchel Paige –Strike out five consecutive batters with the same pitcher in a game *(any mode)* OR strike out 150 or more batters with the same pitcher in a season *(Season Mode only)*
Cy Young – Pitch a complete game shutout *(minimum five innings – any team)* OR win 25 or more games with the same pitcher in a season *(Season Mode only)*
Island Stadium – Win a game by three runs in the following stadiums: Coors Field, Pacific Bell Park, Kauffman Stadium, Edison International Field
Space Stadium – Hit a ground rule double in a game in any stadium



DRAFT CENTRAL

If you enter Season Mode you can engage in a draft. There are a lot of guys out there, and the first pick can set the tone for your entire team. Here's a list of who the computer will draft in the first ten picks, and who we suggest taking in the first ten. This, of course, considers the offensive arcade style nature of Triple Play 2001, which tries to convince gamers that pitching doesn't win championships.

Computer	OPM
SP-Pedro Martinez	SP-Pedro Martinez
SP-Randy Johnson	SP-Randy Johnson
1B-Rafael Palmeiro	3B-Chipper Jones
SP-Kevin Brown	C-Ivan Rodriguez
SP-Kevin Millwood	RF-Sammy Sosa
SP-Jose Lima	SS-Nomar Garciaparra
CP-Trevor Hoffman	2B-Roberto Alomar
1B-Mark McGwire	CF-Ken Griffey, Jr.
CP-Billy Wagner	RF-Vladimir Guerrero
1B-Todd Helton	SS-Alex Rodriguez

Triangle+Square+Circle+X simultaneously. Once the match is called, you will be taken back to the "Exhibition" screen. Choose the Middleweight class and scroll over until you see Mills Lane with boxing gloves!

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.
Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.
Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.
Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.
Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.
Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.
Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.
Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.
Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.
Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.
Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.
Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.
Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Marvel vs. Capcom

Hidden "EX" Option: Press Start at the title screen. When the main menu appears, highlight "Option,"

(cont. on page 116)

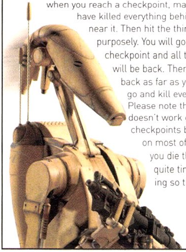
STAR WARS EPISODE 1: JEDI POWER BATTLES

Play as Captain Panaka
First, beat the game on Jedi mode with Plo Koon. Next, highlight Plo and press select. Captain Panaka's picture should replace Plo Koon's at the top. Press X and you will play as Captain Panaka. Note: Both he and Queen Amidala use a blaster and fists.

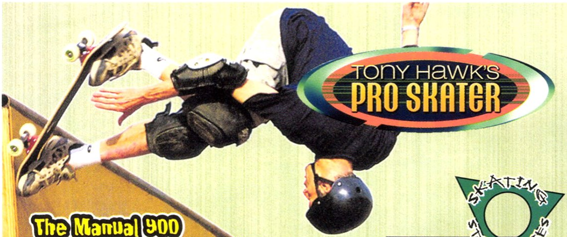
Play as Darth Maul
To play as Darth Maul you MUST beat the game as Qui-Gon Jin in Jedi mode or Easy mode, it doesn't matter. Then go back to the character selection screen and highlight Qui-Gon and press and hold Select until Qui-Gon's picture turns into Darth Maul's picture.

Play as Queen Amidala
To access Queen Amidala, beat the game on "Jedi Mode" with Obi-Wan Kenobi. After doing this, go to the character selection screen on the game you beat on "Jedi Mode" with Obi-Wan Kenobi. Now highlight Obi-Wan, but DO NOT SELECT HIM (In other words, move your green character selector onto Obi-Wan's picture, then stop!) Now hold down Select. The picture at the top of the screen should change from Obi-Wan to Queen Amidala. Now press "X" to select the Queen.

Point Trick
In almost all levels you can get thousands upon thousands of extra points easily. First what you need to do is have a bunch of extra credits. Then when you reach a checkpoint, make sure you have killed everything behind it and near it. Then hit the thing and die purposely. You will go back to the checkpoint and all the enemies will be back. Then run back as far as you can go and kill everything. Please note that this doesn't work on all checkpoints but it does on most of them. If you die this can be quite time consuming so try not to die.



TONY HAWK'S PRO SKATER



SKATING STRATEGIES

The Manual 900

One of the easiest ways to score big points is to whirl in the air like a helicopter blade. You can do this by holding Left or Right once you've caught some huge air, but that's not a good way to do the monster spin tricks. As soon as you've got some air built up, tap in the command for a move—a grab or an aerial move. As your skater goes airborne, start holding the R1 button. For each 360 you achieve, you'll be rewarded with a multiplier. And if you pull off a 900, well, that's just freakin' cool!

SCORE
24646
0:37

Grind Session

Grinding is an integral part of THPS. You'll need it to score points, but you'll also need to grind to reach otherwise impossible areas. To score the big points using grind tactics, get used to double-tapping X and then holding down triangle once you're in the air. Get the most out of your effort by varying the type of grind you do. If you've just done a 50-50, try a nosegrind. Also, rehearse staying straight up. Tap Right and Left to hold the grind even longer. Best advice: Once you start over-leaning, don't start a new grind.

SCORE
0
SPECIAL
1:30
SWITCH BS BOARDSLIDE + 50 50 GRIND
1280 X2

Stretching the Combo Limits

The most important strategy, high-scoring-wise, is to incorporate your Special Move into your routine. The easiest way to keep your Special meter up is to constantly combo your tricks. So, when you get good air and you're trying to make a solid point run, tap Right and square, then Up and square in the same trick. Then, try the diagonal moves, which are a little harder to link together. This is the best way to score, and it really impresses the ladies (or gentlemen). Also, remember to vary your combination tricks.

SCORE
7594
SPECIAL
0:59
360 SWITCH SEX CHANGE + METHOD
345 X3

Immaculate Grabs

This goes hand in hand with the place allotted for "Manual 900." Once you're getting the hang of grabbing your board, remember to hold on to the circle button to get even more points. Once you've caught air and you're pressing in a direction with circle, hold down a Trigger and you'll start multiplying your score like a madman. Grabs are the most rad maneuvers, and the cool part is that you control how risky it is. If you haven't caught much air, settle for a 540, but if the people below are tiny as ants, try for a gut-wrenching 900.

SCORE
6096
SPECIAL
1:45
BENIHANA
540

(cont. from page 115)

press and hold Select, and then press Start. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge, and more!

Medal of Honor

Each of these codes will make the Enigma flash green to confirm correct entry.

Captain Dye Mode: Go to the Enigma machine before starting a new game and enter CAPTAINDYE. While this mode is turned on, your amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!

Nifty Multiplayer Power-ups: Go to the Enigma machine before starting a new game. Enter DENNISMODE to turn on "Nifty Multiplayer Power-ups."

American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English.

Unlock Col Müller: Go to the Enigma machine before starting a new game. Enter BIGFATMAN. This unlocks the sinister Col Müller in Multiplayer Mode. From the options, choose "Password" and enter any of these codes into the Enigma Machine.

Unlimited Ammo: BADCOPSHOW
4x Firing Rate: ICOSIDODEC
Reflecting Shots: GOBLUE
Unlock William Shakespeare: PAYBACK
Unlock Winston Churchill: FINESTHOUR
Unlock the Raptor: SSPIELBERG

From the options screen, choose "Password," then enter any of these codes into the Enigma Machine (These codes work in Multiplayer Mode.)

Codes for Multiplayer Mode:
Unlock Wolfgang: HOODUP
Unlock Bismarck: WOOFWOOF
Unlock Otto: HERRZOMBIE
Unlock Noah: BEACHBALL
Unlock Von Braun: ROCKETMAN

Codes Unlocked on the Gallery Screen:

Special Moves

tony HAWK

Kickflip McTwist
→ → ○

540 Board Varial
← ← □

360 Flip to Mute
↓ → □

The 900
→ ↓ ○

bob BURNQUIST

Backflip
↑ ↓ ○

One Footed Smith Grind
→ → △

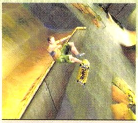
Burntwist
← ↑ △

jeff ROWLEY

Backflip
↓ ↑ ○

Double Hardflip
→ ↓ □

Darkslide
← → △



bucky LASEK

Kickflip McTwist
→ → ○

Fingerflip Airwalk
← → □

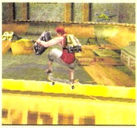
Variable Heelflip
↑ ↓ □

chad MUSKA

Backflip
↑ ↓ ○

One Foot Thumpin'
→ ↓ △

360 Shove It
→ → □



kareem CAMPBELL

Frontflip
↓ ↑ ○

Casper Slide
↓ ↑ △

Kickflip Underflip
→ ← □

andrew REYNOLDS

Backflip
↑ ↓ ○

Heelflip Bluntside
↓ ↓ △

Triple Kickflip
← ← □

rune GLIFBERG

Kickflip McTwist
→ → ○

Christ Air
← → ○

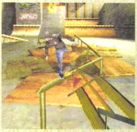
Triple Kickflip
↑ ↓ □

jamie THOMAS

Frontflip
↑ ↓ ○

One Footed Nose Grind
↑ ↑ △

540 Flip
← ↓ □



elissa STEAMER

Backflip
↑ ↓ ○

Primo Grind
← ← △

Judo Madonna
← ↓ ○

Hidden Skaters

officer DICK

Yeehaw Frontflip
↓ ↑ ○

Assume the Position
← ← ○

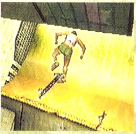
Neckbreak Grind
← → △

private CARRERA

The Well Hardflip
→ ← □

Somi Spin
← ↓ ○

Ho Ho Ho
← ↑ △



Unlock the Making of Level 1 (History): INVASION

Unlock the Making of Level 2 (History): BIGGRETA

Unlock the Making of Level 3 (History): DASBOOT

Unlock the Making of Level 4 (History): STUKA

Unlock the Making of Level 5 (History): KOMET

Unlock the Making of Level 6 and 7 (History): TWOSIXTWO

Unlock the Making of Level 8 (History): VICTORYDAY

Pictures of the Development Team: DWIMOHTEAM

Secret Photo Gallery of Staff: DWIGALLERY

L. Henson Picture: COOLCHICK

A. Jones Picture: AJRULES

Mission Log Codes: For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options in the "Secret Codes" screen.

Audie Murphy Mode (Invincibility): MOSTMEDALS

Wire Frames: TRACERON

Cheaters Never Prosper: Enter these codes on either the title screen or the main menu. You will hear a voice say, "Cheaters never prosper" once the trick is entered correctly.

All Levels Open: Down, Up, Right, Left, Triangle, X, Square, Circle.

Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square.

All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle.

Metal Gear Solid

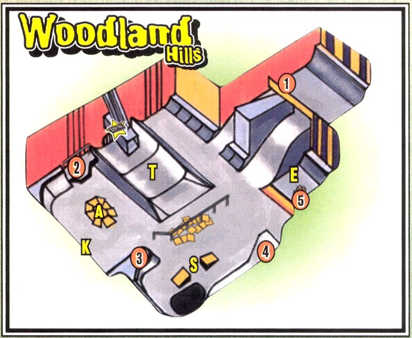
Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

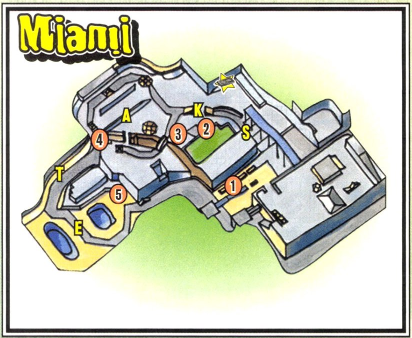
NHL 2000

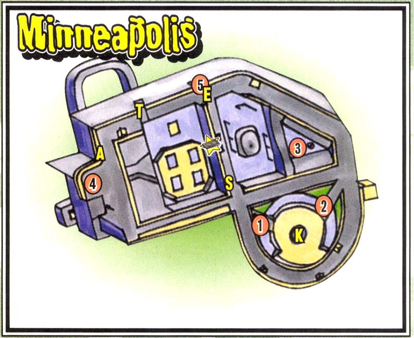
Under the "Advanced" options, select Rosters. Now go to the "Player Management" option and choose Create Player. From here, you can create high statistic players as shown.

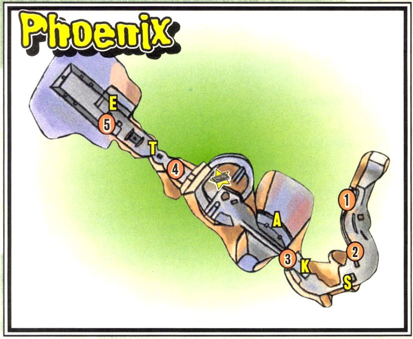
Awesome Players: Name your

(cont. on page 118)









[cont. from page 117]

player Peter Forsberg or Joe Sakic. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. You can change this player's name, but don't change any other attributes. Create many players like this to get a team with high stats.

Awesome Defensemen: Name your player Sandis Ozolinsh. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Create many players like this to get defensemen with high stats.

Awesome Goalie: Name your player Patrick Roy. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Now you can have a goalie with high stats.

Oddworld: Abe's Exoddus

Level Select: At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.

View all FMVs: At the main menu, hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.

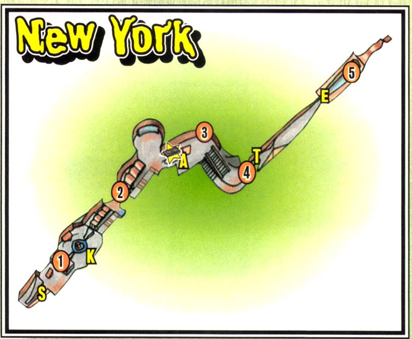
Invincibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.

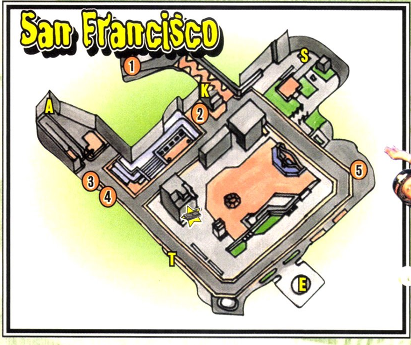
Next Section Warp: During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. Note: Skipping sections of the game will decrease the number of saved Mudokons in the game!

Sled Storm

Enter the options screen and select the load/save option in order to display the password screen. Now enter one of the following codes.

New Sled and Players: Circle, Triangle, Square, R2, R2, L1, X, Triangle. This unlocks the Storm Sled in single-race mode.





Career Mode Maps

If you're struggling to find all the stuff you need in the Career Mode levels of THPS, these might be what you need. You'll be able to find S-K-A-T-E on each of the maps represented by the corresponding letters (duh!), while the numbers on each map represent the objectives for each level. For example, the numbers in New York show where you'll find the signs for some good ol' fashioned wrecking. Finally, you'll notice a glowing tape icon to help you find those devilishly concealed Hidden Tapes. These should help you find what you're looking for. Skate or die!

Play as Jackal: L2, L2, Circle, R2, Square, R1, L1, Triangle.

Play as Sergei: Square, L1, Square, L2, Triangle, R2, X, Circle.

Spyro 2: Ripto's Rage

In the middle of the game, press Start to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.

Big Head: Up, Up, Up, Up, R1, R1, R1, R1, Circle.

PaRappa (Flat) Mode: Left, Right, Left, Right, L2, R2, L2, R2, Square.

All Abilities: Circle, Circle, Circle, Circle, Square.

View Credits: Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.

Star Wars: Ep. I—The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it, and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+Select+Triangle at the same time and the screen will change to a "Test Droid" menu that will allow you a load of options. You'll be able to choose your starting level, play sound effects, choose invincibility, and play any movie in the game.

RESIDENT EVIL

Resident Evil: Director's Cut

Double Ammo Trick: Double the ammo every time you pick up clips by highlighting "Advanced Mode" at the main menu. Press and hold Right until the word "Advanced" turns green. When it does, start the game. Now all the ammo you pick up is doubled.

Resident Evil 2

In addition to the thrills and chills normally offered by Resident Evil 2, there are a couple of secret characters and special costumes worth finding.

Play as Hunk: Beat a complete game (Claire and Leon) on the standard difficulty level with an "A" rating. When the rating comes up on the screen, you'll be able to save the scenario with Hunk as the character for a hidden game!

Play as Tofu: This is a bit tougher. Beat three complete games, making sure you get Hunk on your first or second try.

Alternate Costumes: You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. They key opens up a locker in a first-floor room below the stairs on the west side of the police department. Open it to find brand-new costumes for Claire and Leon. These will give you slight advantage in terms of finishing the game.

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire, or Ada), and you'll get to play as Chris Redfield!

Resident Evil 3: Nemesis

Boutique Key : To acquire the Boutique Key, which unlocks the Boutique in Uptown (where all the extra outfits are), finish the game in less than seven hours using no more than 30 Ink Ribbons.

Giving the Final Nemesis the Dirt Nap: When confronting the final boss,(Nemesis' final transformation) make him retreat into the corner from where he came from by your rocket launcher, and grenades, then get the cannon online by pushing in the three power sources, marked 1,2,3. When that's done, fire the cannon to dispose of the debris. It will automatically fire again, at Nemesis. You have the choice to finish him off yourself or just run. It's best to finish him off, because it unlocks more goodies at the conclusion.

Explosive Shotgun Shells: If you mix eight gunpowder B's, shotgun rounds, you will have enough experience to create the explosive shotgun shells. Which is one of the best ammos you can get.

Herb Combinations: Herb: Ability:

Blue= Cures poison status **Green=** Restores some lost heath **Red=** Does nothing by itself; must be mixed with green herb **Green+Green=** Restores more heath than a single green herb **Green+Blue=** Cures "poison" status and restores some heath **Green+Green+Green=** Brings you to full heath **Green+Green+Blue=** Cures "poison" status and brings you to full heath **Red+Green+Blue=** Cures "poison" status and restores some heath

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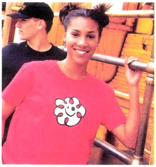
Top Secrets • 110
Tricks for the most popular games, plus strategies for Medi-Evil II, THPS and Triple Play 2001.



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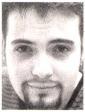
Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.



John Davison
Editor in Chief

Welcome

to the new look of the *Official U.S. PlayStation Magazine*. At a point in time when everything is changing in the PlayStation world, we thought it was time to give the magazine a fresh lick of paint. As you've no doubt noticed by now, we're a larger size, the magazine has been completely changed from front to back, and there are some new faces inside. We'll still be bringing you our exclusive demo disc every month along with the most comprehensive coverage you'll find anywhere, but now we're ready to tackle everything the PlayStation can throw at us. More than 27 million of you now own PlayStations, and with PS2 we're going to see the types of entertainment available on the system broaden considerably. With your input, we'll tackle this in the most thorough and entertaining fashion we can. E-mail us your thoughts at **OPM@ziffdavis.com**.

EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING
The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

WWW.ESRB.COM

DEMO DISC THIS MONTH

Official U.S. PlayStation Magazine
July 2000
34
SUBSCRIBE TODAY: 303-665-8930
PRODUCTS RANGE FROM RATING PENDING TO MATURE
RP-M
CONTENT RATED BY ESRB
PlayStation
NTSC U/C
SONY
COMPUTER ENTERTAINMENT
All games featured on this demo are trademarked and copyrighted properties of their respective publishers and/or licensors. Demo © 2000 Sony Computer Entertainment America Inc.
COMPACT disc
Playable Demos:
• Tony Hawk's Pro Skater 2
• The Legend of Dragoon
• Star Trek Invasion
• Mr. Driller
• MLB 2001
Non-Playable Demos:
• Tenchu 2
• Star Wars: Jedi Power Battles
• Covert-Ops
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PLAYABLE DEMOS

0:16
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400 X2

TONY HAWK'S PRO SKATER 2

This demo is so cool, you won't be able to wait for the final game later this year. Make sure you practice too, 'cause you can play the demo and win $10,000 if you post your score at www.activision.com.

LEGEND OF DRAGOON TEEN RATING

A surprisingly cool-looking game from Sony Computer Entertainment. If imitation is the sincerest form of flattery, then the guys at Square are probably blushing right now, as Legend of Dragoon pays homage to Final Fantasy in many of its characteristics. Check out the demo and get a taste of the beautifully designed, character-driven story. You'll be hooked. Plus, check out our review on page 102.

MLB 2001 EVERYONE RATING

This year's offering from 989 Sports is pretty much neck-and-neck with EA's Triple Play 2001...just like always. The demo offers 2.5 innings of play in an All-Star match, so step up to the plate and give it a swing.

MR. DRILLER EVERYONE RATING

They say that simple is effective, and few games demonstrate this more ably than Namco's Mr. Driller. The premise is incredibly simple: You drill through blocks to get to the bottom of the screen, and you try to do it without anything dropping on your head. It's unbelievably addictive, and Mr. Driller is one cute-looking little fellow.

STAR TREK INVASION EVERYONE RATING

Our cover game on the April 2000 issue, Star Trek Invasion is the first Trek game to appear on the PlayStation. Rather than focus on the huge capital ships and the strategy involved in moving them around, Invasion tackles the little-seen fighter wing of Starfleet. Developed by the team that produced Colony Wars, this is a seriously good-looking game.

NON-PLAYABLE DEMOS

JEDI POWER BATTLES, TENCHU 2, COVERT OPS: NUCLEAR DAWN

Need help on older games?

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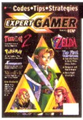

December '98

- **Zelda 64**
- Turok 2: Seeds of Evil
- MediEvil
- Xenogears
- Silicon Valley
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- Ninja
- Tenchu
- Madden NFL 99

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January '99

- **Tomb Raider III**
- Brave Fencer Musashi
- Crash B.: WARPED
- Twisted Metal III
- Abe's Exoddus
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February '99

- **Rogue Squadron**
- South Park
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- Tomb Raider III
- WCW Thunder
- Dead in the Water
- Turok 2: Seeds of Evil
- Extreme-G 2
- Nectaris

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March '99

- **Silent Hill**
- Syphon Filter
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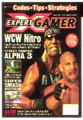

May '99

- **Super Smash Bros.**
- WCW Nitro
- SF Alpha 3
- Need For Speed IV
- Gex 3
- Triple Play 2000
- All-Star Baseball 2000
- Goemon's Great Adventure

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June '99

- **Star Wars: Racer**
- R4: Ridge Racer Type 4
- Beetle Adventure Racing
- Ehrgeiz
- Bloody Roar 2
- MLB 2000
- Goemon's Great Adventure

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July '99

- **Ape Escape**
- Tekken Tag Tournament
- Star Ocean: The Second Story
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- Hybrid Heaven
- Ehrgeiz

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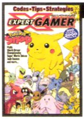

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- World Driver Championship
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- Jade Cocoon
- Mario Golf
- Echo Night
- NBA Showtime

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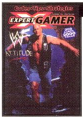

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- **Legacy of Kain: Soul Reaver**
- WWF Attitude
- Driver
- Sled Storm
- Pokémon Pinball
- Umjammer Lammy

Issue #64-$6.00

October '99

- **Final Fantasy VIII**
- Soul Calibur
- Sonic Adventure
- Blue Stinger

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November '99

- **Dino Crisis**
- CTR: Crash Team Racing
- Final Fantasy Anthology
- Suikoden II
- Soul Calibur (pt. 2)

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December '99

- **Resident Evil 3 Nemesis**
- Pokémon Yellow
- Jet Force Gemini
- Grandia
- Spyro 2: Ripto's Rage
- Marvel vs. Capcom
- Resident Evil 2

Issue #67-$6.00

January '00

- **Donkey Kong 64**
- Tomb Raider: The Last Revelation
- Sega Rally 2
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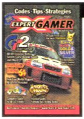

February '00

- **Gran Turismo 2**
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- Tomb Raider: The Last Revelation
- Vandal-Hearts II

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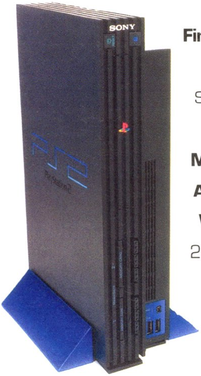

August 2000

Final Fantasy IX Spider-Man **Legend of Mana** Crash Bash **Threads of Fate** Star Wars Episode One Starfighter **Dew Prism** Z.O.E. **ESPN NBA 2Night** Top Gear Dare Devil **The Grinch** The Mummy **Monster Force** Spyro: Year of the Dragon **Disney's Aladdin In Nasira's Revenge** Cool Boarders 2001 **Who Wants To Be A Millionaire?** NFL GameDay 2001 **Dark Cloud** ICO **Gran Turismo 2000** All-Star Baseball 2002 **Digimon World** Sim Theme Park **Dynasty Warriors II** Star Wars Super Bombad Racing **& MORE!**

•Editorial content subject to change•

ELECTRONIC GAMING MONTHLY™

July 2000
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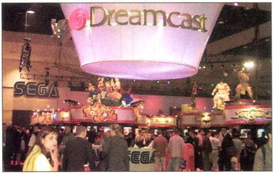
July's *EGM* showcases some of the games on hand at the *Electronic Entertainment Expo*. Don't miss this in-depth look at the latest and greatest for Dreamcast, PlayStation2, Nintendo 64 and Game Boy Color. Also inside:

- Tony Hawk's Pro Skater reviewed for Dreamcast
- Grand Theft Auto 2 previewed for Dreamcast
- The Latest Tricks for all systems
- News hot off the wire from E3 in L.A.
- Plus win cool prizes in the Tricks and Letters sections!



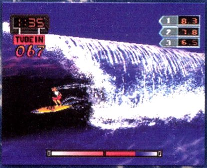
EXPERT GAMER™

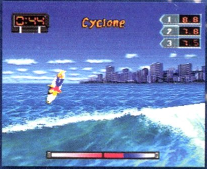
July 2000
On sale now

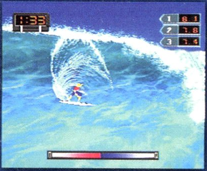
Solid Snake is back! That's right, kiddies, Metal Gear Solid is coming to a Game Boy Color near you soon. The handheld MGS is outstanding and *Expert Gamer* will show you everything you need to get through the tough spots. Staying with the tactical espionage theme, there's special bonus coverage on the original Metal Gear Solid. Want to catch some air? *XG* will deliver next month with two high-flyin' games in Excitebike 64 and Grind Session. We'll also continue our coverage with an updated strategy for Pokémon Stadium.

- Maps, maps & more maps for MGS
- Tips on unlocking all modes in Excitebike 64
- Quick Hit on Sword of the Berserk
- Street Fighter EX 2+ killer combos
- Pokémon Stadium PlayStation2 game announcements too.

Surf Riders™







PlayStation
Surf Riders
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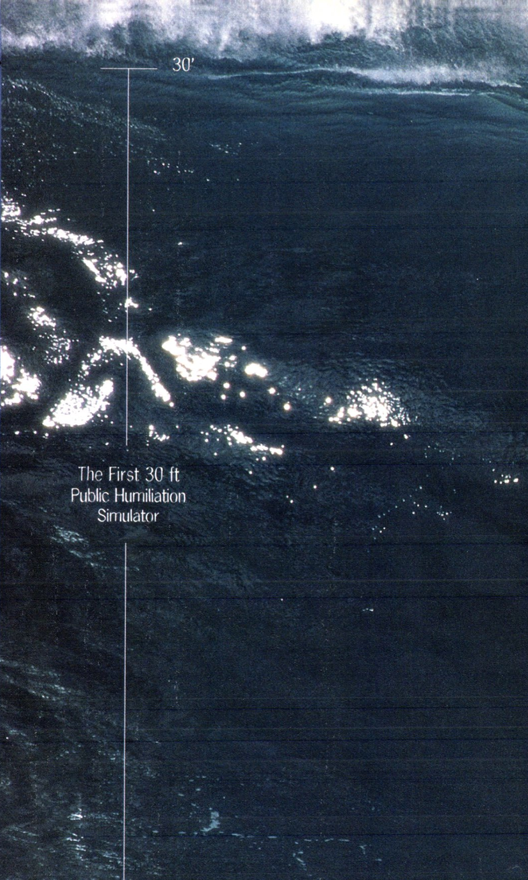
Ubi Soft



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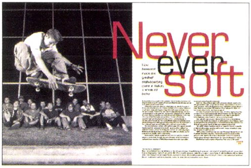

Never
ever
soft

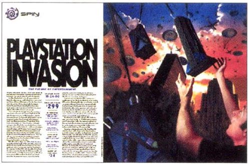
TONY HAWK'S PRO SKATER 2 • 84

The original game has sold more than 1 million copies, and thanks to that Tony himself has become a pop-culture icon to more than just the skate crowd. We take an in-depth look at both the new game and the man who inspired it.

PREVIEWS
Metal Gear Solid 2: Sons of Liberty

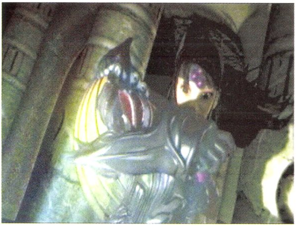
METAL GEAR SOLID 2: SONS OF LIBERTY • 58

Without a doubt one of the most spectacular games you're likely to see in the near future, and certainly one of most eagerly awaited. We've got some gorgeous screenshots...and you won't believe it when we tell you that they're ALL gameplay.


SPIN
PLAYSTATION INVASION
$299

PLAYSTATION2 LAUNCH DETAILS • 30

Oct. 26 is the big day. Find yourself $299, get out there soon and pre-order yours to make sure you're not disappointed. Sony will be shipping a million of them on Day One. Don't miss out!



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2ND DOWN AND 20
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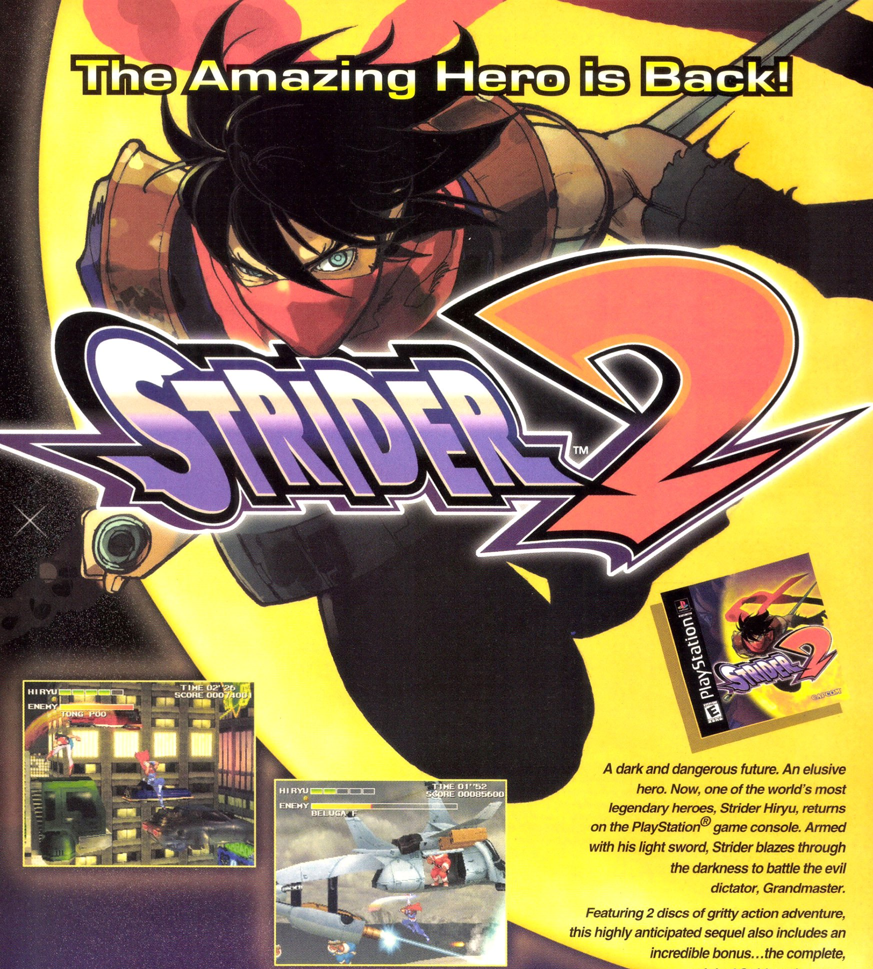
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PlayStation

EVERYONE E CONTENT RATED BY ESRB

Animated Violence

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DEMO DISC

Non-Playable Demos

Jedi Power Battles

Players: 1-2 • **Availability:** Now • **Developer:** LucasArts • **Publisher:** LucasArts • **Genre:** Action

Tenchu 2

Players: 1 • **Availability:** August • **Developer:** Acquire • **Publisher:** Activision • **Genre:** Action

Covert Ops: Nuclear Dawn

Players: 1 • **Availability:** Now • **Developer:** Sugar and Rockets • **Publisher:** Activision • **Genre:** Adventure

Official PlayStation Magazine
disc

Next Month's Demo Disc

Playables:

Play with the Teletubbies, Tenchu 2, Walt Disney World: Magical Racing Tour, Destruction Derby Raw, Team Buddies, Jedi Power Battles

Non-Playables:

NFL GameDay, NCAA GameBreaker, NHL FaceOff, Dave Mirra Freestyle BMX

RATING PENDING RP CONTENT RATED BY ESRB

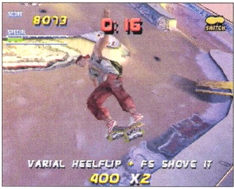
△	Grind	L1	Fast Spin
☐	Kick Trick	L2	Not Used
○	Grab Trick	R1	Fast Spin
✕	Crouch / Jump	R2	Switch / Regular

Players: 1-2 • **Availability:** August • **Developer:** Neversoft • **Publisher:** Activision • **Genre:** Extreme Sports

Tony Hawk's Pro Skater 2

What is it?

If you're the Average Joe kind of guy from a family of 2.57 children, chances are you had a skateboard as a kid and fancied yourself quite the shredder. Using wood from your garage, you might even have bravely skated off ramps up to a whopping six inches high—unless, of course, your name was Tony Hawk. Credited with ushering in the Golden Age of Skateboarding, Mr. Hawk's vertical reach can now be classified under "planetary orbit." He lent his name to 1999's break-through hit, and now he and Activision are looking to duplicate their success with Tony Hawk's Pro Skater 2.

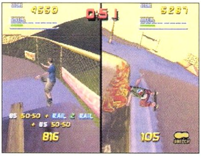


What to expect in the full game:

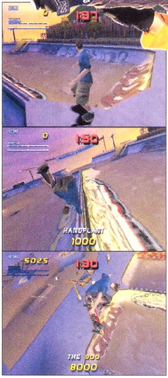
A roster of 13 pro skaters, including originals Tony Hawk (duh), Jamie Thomas and Chad Muska, plus newcomers Eric Koston, Rodney Mullen and Steve Caballero; new Create-A-Park feature (see below); enhanced physics engine; significantly improved textures; tons of new tricks, such as grabs, grinds, inverts, lips and nollies; player editor that allows changes to skaters' clothing, trick sets, and physical appearance—or the creation of a brand-new skater entirely; new multiplayer modes; unlockable minigames and other tantalizing secrets.

Our advice:

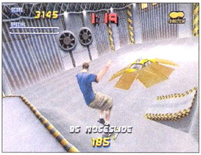
The controls are virtually identical to the original, so the slick skills you've picked up over the months should be transferable to the sequel.



Beginners would do best playing as Chad before moving on to the highflyin' Tony; Chad is more balanced overall and will help minimize your blood loss early on. There are a few areas on the Marseille course that'll net you extra "snapshot" points for pulling off object-based stunts. For starters, try using nearby ramps to jump the leaning park bench. Once you've got a feel for the track's layout, make an attempt at soaring over the signs hanging above the track. Don't be afraid to experiment; chances are you'll discover some of the more exotic tricks by accident.



Need help pulling off Tony Hawk's 900? Start by heading over to the halfpipes. Build up your special meter with nollie handplant combos and grab tricks. Once your speed maxes out and your special bar flashes yellow, give it a try (Right, Down + Circle). Good luck!

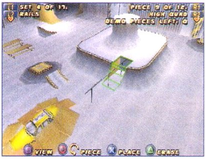


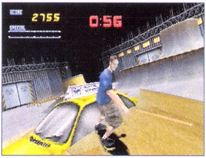
OPM psychic sez:

Tony Hawk's Pro Skater 2 is sure to be a smash hit when it releases this August. All the features that made the first a success are being improved, while innovative additions will keep things fresh. Want more on Mr. Hawk? Then turn to this month's feature, starting on page 84.

Can you score more than 25,000 points? If you do, you'll get a passcode that'll let you compete in a special Tony Hawk 2 demo high score contest on www.activision.com.

Create-A-Park Mode

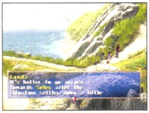




Arguably the best new feature in Tony Hawk Pro Skater 2 is the Create-A-Park mode. With a cornucopia of parts, players can work toward building their dream park by rotating and placing pieces in real-time 3D before saving masterpieces to a memory card. You'll have risers, ramps, pools, rails, benches and other funky objects to play with. The demo gives you a sample of the skate park editor—give it a shot and create a truly killer course.

The Legend of Dragoon

What is it?


Lavitz
It's better to go across towards Seles after the situation settles down a little

The result of more than three years of development time, Sony's answer to Square's Final Fantasy VIII spans a massive four discs. Hero Dart sets out on an adventure to rescue his childhood friend Shana, avenge the death of his parents, and discover the truth behind his mysterious Dragoon transformation powers. Along the way, he'll journey through a world of organic technology, join up with seven other Dragoons, and encounter numerous monsters and heinous villains. It's a normal day's work for your standard RPG hero.

What to expect in the full game:

Dart
Only three of us could get out from the village.

Combo-based battle system; nine playable characters; timed button commands for extra damage; lots of beastly boss battles; four discs of rendered backgrounds and FMV cutscenes; elaborate Dragoon transformations; extra side-quests; lots and lots of disc changing.

Our Advice:

Before you take control of Dart at a point a few hours into the full game, the demo will begin with a short, text recap of what's transpired so far. Once you gain control, continue your escape by following the path until the guards catch up with you. They'll eventually run off, leaving you a chance to walk to the bottom-left and find a shack. Dart will reveal the heartbreaking tale of his village's destruction. After he's finished, visit the river that blocks your way, head up the cliff to find a tree on the verge of collapse, then return to the shed to grab an axe, which you'll use to hack away at that tree. You'll then be able to cross the river below. Leave the shack area and head off to the left to find the newly made bridge.

In the Limestone Cave, take a trip down the water slides to reach some chests, one of which contains a powerful Bastard Sword. The enemies in the cave can be tough, so use the rock fireflies to heal. Eventually, you'll reach the "guardian of the cave"—Urobolus, a fearsome, undulating snake creature. Transform your characters into Dragoons to unleash their most powerful attacks; Dart's Flameshot is particularly effective. Keep an eye on the battle cursor when selecting the boss—its color will indicate how close he is to death; when it turns red, you'll know that Urobolus is near its end.

OPM psychic sez:

This demo highlights a very small portion of a massive quest with an innovative battle system, stunning FMV, and a rich story line. Be sure to check out our review on page 102 for the final verdict.

+5SP
+5SP
+5SP
+5SP
5SP +5SP

TEEN			
△	Menu	L1	Rotate Map Left
□	Not Used	L2	Switch Screen
○	Cancel / Run	R1	Rotate Map Right
✕	Select / Attack	R2	Switch Screen

Players: 1 • **Availability:** Now • **Developer:** Sony CEI • **Publisher:** Sony CEA • **Genre:** RPG

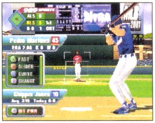
Mr. Driller

"Don't say anything about this game until you try it," urges Namco when discussing the bizarre yet oddly appealing Mr. Driller. Like most puzzlers, the premise is deceptively simple: Starting at the top of a massive pile of colored blocks, you must drill your way down though increasingly complex depths before air runs out. As you drill, falling blocks threaten your existence; when similarly colored blocks stick together, though, protective roofs will form and save you from a crushing demise. It's fast, it's fun, and at only $24.99, the loveable Mr. Driller might be addictive enough to drill his way into your heart.

EVERYONE			
△	Drill	L1	Not Used
□	Drill	L2	Not Used
○	Drill	R1	Not Used
✕	Drill	R2	Not Used

Players: 1 • **Availability:** Now • **Developer:** Namco • **Publisher:** Namco • **Genre:** Puzzle

MLB 2001



With this year's baseball season well under way, three big-league titles are vying for the pennant of PlayStation baseball titles: Triple Play 2001, High Heat 2001 and MLB 2001. 989 Sports' MLB 2001 has improved on last year's release with a higher polygon count and better sound, all while keeping its insanely high number of play modes and stats. The game packs over 250 motion-captured animations and accurate player models, new commentary from Vin Scully and Dave Campbell, and a highly balanced computer AI. Among play modes, fans can use the new Franchise option to take ownership of a team and help it grow and prosper. All in all, MLB 2001's wealth of features and solid gameplay make it a worthy competitor to Triple Play 2001. The demo offers 2.5 innings of play in an All-Star match, so step up to the plate and give MLB 2001 a swing.

EVERYONE			
△	Steal a base	L1	Not used
□	Change bat	L2	Not used
○	Bunt	R1	Not used
✕	Swing	R2	Not used

Players: 1-2 • **Availability:** Now • **Developer:** 989 Sports • **Publisher:** Sony CEA • **Genre:** Sports

Star Trek Invasion

In the past, most Star Trek titles have self-destructed by emphasizing a hyper-accurate Trek simulation rather than tried-and-true gameplay. But the core engine in Star Trek: Invasion truly approaches Warp 10; taking control of up to eight different craft types, you'll engage in fierce dogfights in a variety of locales in a bid to stop the Kam'Jahtae from destabilizing the Alpha Quadrant. Invasion plays like a souped-up Colony Wars set in the Trek universe. This demo will likely time out before you can complete your mission, so blast through the Romulans quickly by firing quantum torpedos and locking on to ships with the triangle button. Patrick Stewart (Captain Picard) and Michael Dorn (Lieutenant Commander Worf) are lending their talents as voice actors in the final. Trekkie or not, Invasion looks to be great title for space combat fans.

EVERYONE			
△	Target Lock	L1	Strafe / Roll Left
□	2nd Weapon	L2	Reverse
○	Switch Weapons	R1	Strafe / Roll Right
✕	Primary Weapon	R2	Forward

Players: 1-2 • **Availability:** August • **Developer:** Warthog • **Publisher:** Activision • **Genre:** Action

Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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VANS
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EVERYONE

E

CONTENT RATED BY ESRB

Mild Animated Violence

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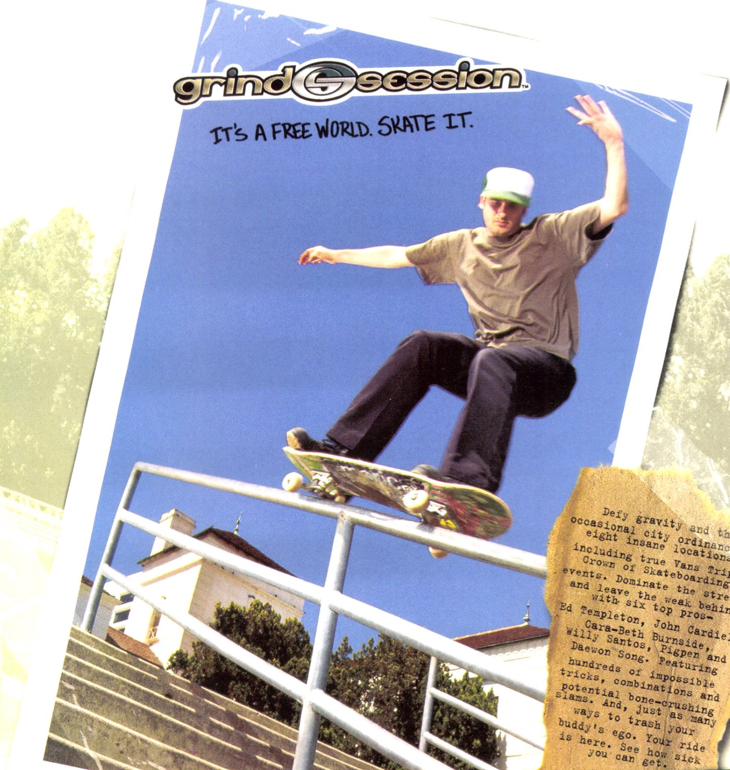

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LETTER OF THE MONTH

All right then, now that everyone else has sounded off about violence in video games, here's my two bits. As a father of three small children who're just discovering the joys of video games, I often find myself at odds with them over what to play. Granted, I usually buy them appropriate titles (Spyro, Crash Bandicoot, etc.), but I also buy games for myself (the RE series, Final Fantasy, etc.) and play my games when they're not around. The point of this letter is this: Dammit, people, stop blaming everyone else for what your children are doing, and take responsibility for them yourself. It may "take a village to raise a child," but who tucks them in a night? That PlayStation isn't a babysitter, it's a form of entertainment. Sit down and play games with them, make it a family event, get involved. They're your kids, and they need you to teach and guide them in this world. Turn a video game into an educational experience; take a trip to the zoo to see what the heck a bandicoot really looks like (and boy, are they ugly and ill-tempered!), explain to them that violence is real—and has real consequences. These senators and congressmen who want to limit what we can see and do smacks too much of "Big Brother" for me. I'll raise my own children, thank you very much, and sometimes a "reality break" of mulching zombies with a chaingun can be very stress-relieving. My father, bless his heart, brought home an original Pong console back in the 70s which still resides somewhere in the attic collecting dust. We followed it up with Atari, Intellivision, etc. and through the years he showed me playing video games can be great fun for the whole family, provided they were played with some common sense. I hope to teach my children the same. I hope we all can.

> "I'll raise my own children, thank you very much, and sometimes a 'reality break' of mulching zombies with a chaingun can be very stress-relieving."

Michael Belt
Cambridge City, IN
gataochii@aol.com

This problem is never going away, as the entertainment industry has been on the pointy end of many a politician's retribution stick. Everyone wants to blame something, and it's easy to blame something lots of people don't understand. Now that video games are such a major element in the entertainment biz, we're going to keep seeing this kind of attention. We all understand the stress-relieving qualities of mulching things with a chaingun, but we also find that just looking at a picture of our pal Mr. Driller can make you feel much better about life. Responsible parenting should always be a priority, and many parents turn to blaming an activity like gaming out of guilt from not spending enough time with their kids.

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Do you think you have what it takes to write the **Letter of the Month?** Send us your video game expositions (you don't even have to agree with us!) and you too could win an official *OPM Box Of Joy*. New surprise goodies every month! Send to the address above or e-mail us at **OPM@ziffdavis.com**

QUESTION OF THE MOMENT

This month you rant about the pitiful length of some games. Next month we'd like to focus your attention on the PlayStation2 announcements at E3 (see Spin). E-mail us your thoughts to OPM@ziffdavis.com. Mark your notes PS2E3.

I just completed Galerians. This is one fantastic game. The problem is, I finished the game in eight hours. The advertisement in your magazine said Galerians has 50 hours of reality-warping gameplay.

Vincent Tranquillo
Soulhonkins@yahoo.com

Galerians a 50-hour game? My hairy ass it is. I finished the thing in less than 10. Joe Rybicki's review was right-on.

Peter Edwards
Santa Monica, CA

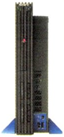
Galerians? Fear Effect? Long games? I don't think so.

Tom Chignell
via the Internet

Galerians sucks. It's too short and boring.

Laura Needel
Houston, TX

PS2 Lackluster Launch? Nah.



It seems like the PS2 is facing lots of criticism after its lackluster launch in Japan. Sony is under lots of pressure to make sure that the PS2 might be able to survive its early life under the microscope. Microsoft's plan to acquire a big-time developer into their roster seems to threaten Sony's third-party support while Nintendo seems to be making sure that their Dolphin project would overpower the PS2's specs.

Kenji J. Cautivo
Manila, Philippines

You think that selling 980,000 systems in one weekend is lackluster?

Sons Of Liberty

Where in the world is Metal Gear Solid Part Two? I have tried to find any information available about the game. There are two reasons why I even started playing video games (I'm 29 years old) 1.) Metal Gear Solid and 2.) PlayStation Magazine. Now that I have my nifty magazine secured with a long-lasting subscription I am in pursuit of the lateral. I have played MGS from start to finish about six times and finished all the VR missions. So I've done my part. Where in the hell does Konami get off in making us wait? I am anxiously awaiting for the release of MGS2. What I don't understand is how I see sequels to other games (e.g. Syphon Filter 2, Tomb Raider 4, Tony Hawk 2 etc.) in development and released within a certain time frame, however MGS2 is nowhere to be found. In my opinion MGS is the best video game ever created, pushing the power of our little 32bit workhorse to the fullest.

Alexazone@netzero.com

It's on its way, as we've reported elsewhere this issue. I guess for some of the really good things in life you have to wait. Hideo Kojima is a true perfectionist and likes to take his time. The last Metal Gear game was four years in the making, so the fact that we're seeing things on MGS2: Sons of Liberty *now* is something of a surprise. We can't wait. It's bound to be a good reason to upgrade to PS2, regardless of anything else.

QUICK HITS

RESIDENT EVIL CODE: VERONICA ON PLAYSTATION?

Are there any plans to bring Resident Evil Code: Veronica to PlayStation?

Vrncac@aol.com

Unfortunately it looks like Code: Veronica is a Dreamcast-only product. There is a cool new RE game coming for PS2 though.

ANY MORE ABE?

Please don't tell me that there is no more. I want some more of my little buddy Abe. Are there more games out that I don't know about? Please advise.

RingoDan
sepcodan@webtv.net

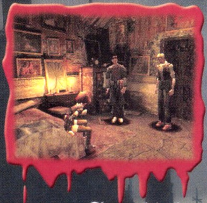
Abe does appear in Munch's Oddysee, but he shares the spotlight with another major character.

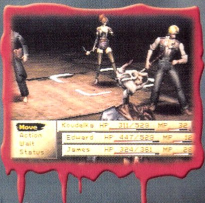
PS2 AND OLD JOYPADS AND STUFF

Will old controllers work on the PS2? Can I intermingle the old accessories like I will use the PSX games?

Mike Bellman
via the Internet

Most controllers will work. Our old Dual Shocks certainly do. Only things like the Multi-tap will have trouble because of the new memory card technology.





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Tuvok In Tokyo?

I've been a faithful reader of your magazine for about a year now. I'm 30 years old (I know, I know) and I only discovered the joys of the PlayStation since Christmas of 1998. I just think you're the best. While enjoying the massive PS2 coverage you did in the May 2000 issue, I made an astounding observation. On page 30 (as seen in the photo), it was there, in front of my eyes, the ultimate proof that the PS2 is THE best console of all human history. The big man himself, Starfleet Officer Tuvok (currently serving aboard the USS Voyager), waiting in line to get a grip at the super system!

Sebastien Fournier
Montréal, Quebec

You think? The hair's kinda similar, but this guy doesn't have pointy ears.

Buffy's Biggest Fan Writes

I am Buffy's biggest fan and I can't wait to see the game. Finally, another positive female role model in gaming! Not that Lara Croft is really all that great. Do you have any info on the game? Are the cast doing the voices?

Monica Beach
San Jose, CA

As far as we're aware, the Buffy game will feature voices from the cast of the series although this is yet to be officially confirmed. Expect a 3D action game in a vaguely Resident Evil-style setting.

PS2 Questions, Questions, Questions

I am eagerly awaiting the PS2 release and have reserved mine at a local store already. I do have several questions for you though. 1.) Will the American system have the same chipset as the Japanese version and just use different "drivers?" If so, it would make it much easier to just get a copy of the "import drivers" to play import games. 2.) Are the USB and Firewire connections one-way, or could you use the PS2 as a DVD drive for a PC? 3.) Are any companies going to take advantage of the letterbox graphics mode?

C. Arndt
Address withheld

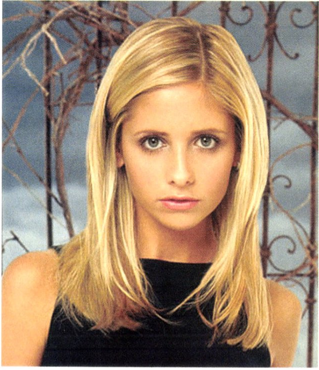
1.) Nope, it won't be that easy; everything will be encrypted on the chip. That's part of what the recent news stories were about. 2.) Yep, just one way. 3.) Most companies are developing with this in mind, RRV, Tekken Tag, and many other games look great on a 16:9 TV with the appropriate mode switched on using the Utility Disc.

THE SOAP BOX

I was disappointed to see a game called Primal Image in your April issue. I must say just from looking at the pictures and the small explanation that the creators of this game should be ashamed of themselves. Once again video game creators thought only of the male players with this sexist and very pointless game! Female gamers are always directed toward "cutesy" games, but I too enjoy games such as Resident Evil, Final Fantasy and Silent Hill. Granted, if this game featured male models I would be a bit interested but I would not pick up a title simply to look at computer-created images. When young males see these images it gives them the impression that this is what women should be like. Maybe games producers should try and target girl gamers more?

Lauren Street
Address withheld

Got something to rant about? Get on our soap box. E-mail us at OPM@ziffdavis.com and mark the subject line as SOAPBOX



Lucky us, we get another chance to run a Sarah Michelle Gellar pic for you.

QUICK HITS

FF IX, X, XI ONLINE?
My question is simple...will Final Fantasy IX, X, and XI be just for on-line use like some people have been telling me, (non-fans), or will I be able to play them on my PlayStation or PlayStation2?

Michael Brown
Dbz0317@aol.com

FFX and XI will be online games, and will be PS2 only.

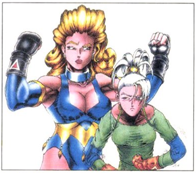
WE HAVE WINTERFRESH BREATH
Are you guys totally obsessed with Winterfresh gum? There have been a lot of ads for it in the recent issues of OPM. Do you guys chew it when you're playing?

Dave Carillet
via the Internet

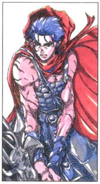
No.

The Reader Art Challenge

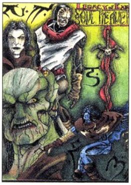
Each month we pick one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions.



Joe Suk Lee, Hixson, TN

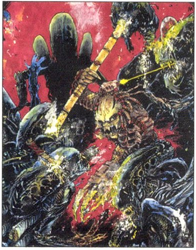


James Beaver, Warren, OH



Lea Travus, Bloomfield, New Brunswick

Winner!



Sherman McClain, Richmond, TX

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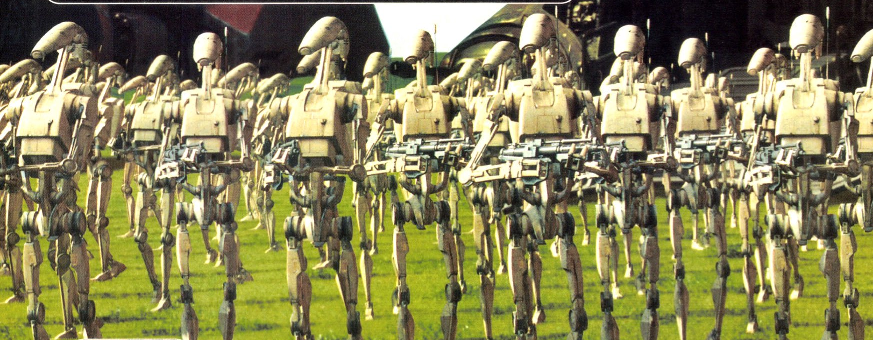

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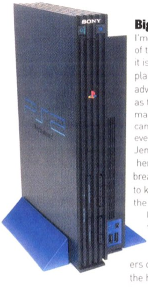


Big Breasts = Good?

I'm writing in regard to the April 2000 letter of the month by Louise. I agree with her that it is obvious that gaming companies (both platform and software) are gearing their advertisements toward young men, because as the editor mentioned, young men are the major players of video games. But this issue can most certainly be brought up in about every entertainment media. Do you think Jenny McCarthy got a part in *Scream 3* for her acting? No, it was because she has big breasts! Sometimes things have to be done to keep some of the audience happy because the number-one goal is to make money!

I am an avid comic book reader as well as video gamer. It seems that all wives, sisters, and mothers of men who read comics are always moaning to the writers of comics, complaining about the size of the heroine's breasts. But it's not real! Sure Lara Croft is well endowed, but in my opinion, it doesn't make the game any more attractive. It just isn't very good. And on the other hand, I'm nowhere near as built as Duke Nukem, but I don't hold against him. I don't like the game, but I don't think it's sexist because Duke is stacked and I'm not.

I agree with Louise about the advertisements; they can be offensive to a woman, I'm sure. But don't expect me to write into Calvin Klein, because the guy on their commercials is buff and I'm not.

Shawn Borchardt
St.Louis, MO

I'm sure girls will be flocking to you in acknowledgement of your sensitivity, Shawn. You may have missed the point just a smidge with your comments, though. While it was admirably "new man" of you to tackle how men are treated as objects these days too, it's still nowhere near as bad as the crap women suffer at the hands of male games designers. Duke Nukem is a big buff guy that shoots people in the face and grumbles crap one-liners. Comic book women and a lot of video game marketing materials feature women with enormous boobs, tiny waistlines and a penchant for bending over and shaking their groove thang at every opportune moment. They are clearly designed to titillate. Probably the last thing on Duke's designer's mind was to arouse women with him. Or maybe it was. Who can tell?

> "Sometimes things have to be done to keep some of the audience happy because the number one goal is to make money."

Who Has The Better Wobbly Monsters?

As far as *Star Trek* being "the longest running sci-fi series," I'm afraid that honor goes to *Doctor Who*, which aired for 26 years (1963-1989). That is six years longer than all the *Star Trek* series put together, and is a FAR superior series in my opinion.

Thomas Fournier
Vanilla@nbnet.nb.ca

Oh...OK, thanks. Doctor Who had some holes in it to thought didn't it? And some of the Doctors weren't that great. Tom Baker still rules in our opinion.

What's In Your Joy Box?

What exactly is in the Box Of Joy? From looking at pictures, I think I can see some magazines, some clothing, and a few games. Second, who is the woman in the picture holding up one of the various items from the box? She never seems to get any mention.

Brandon Criswell
Redmond, WA

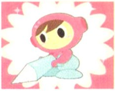
There are all kinds of cool goodies in there; gaming chotchke's, pictures of Todd Zuniga in a Mr. Driller baby-tee, games, magazines and stuff that we just couldn't bring ourselves to throw away. The woman in the picture is the lovely Jennifer Whitesides, she's actually the Senior Copy Editor on our sister magazine *Electronic Gaming Monthly* but she hangs out with us sometimes too.

READERS' TOP 10

1. **Legend of Dragoon**
2. **Chrono Cross**
3. **Driver 2**
4. **Spider-Man**
5. **Vagrant Story**
6. **Final Fantasy IX**
7. **WWF SmackDown!**
8. **Syphon Filter 2**
9. **Covert Ops: Nuclear Dawn**
10. **Star Wars: Jedi Power Battles**

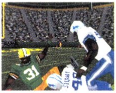
E-mail your most wanted list to OPM@ziffdavis.com. Mark the subject line MOST WANTED.

CAPTION CONTEST WINNER



"It was evident as early as childhood that Ron Jeremy was destined to become a star."
jdurst8206@aol.com

Prove to your friends that you really are the world's greatest living comedian. Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off.



E-mail your captions to **OPM@ziffdavis.com** and mark the subject line **CAPTION CONTEST**. This month's pic (above) shouldn't cause too much trouble for you ...it's just crying out for something witty.

Will you still play your PlayStation after the U.S. PS2 launch?

75% Yes

25% No

QUICK HITS

LARA'S GUNS

In your April 2000 issue, Marcus J. Ranum commented on the way Lara is holding her Desert Eagles in the new ad. There is more than likely nobody in the world that could fire a Desert Eagle with one hand because of its extremely strong recoil, so she certainly isn't firing Desert Eagles, they're more likely .45 mags. Have no fear, her thumbs will be fine.

Bob Diehn
via the internet

I'm sure we'll all sleep a lot easier now.

Official Contest and Sweepstakes Rules

TOP 10 MOST WANTED SWEEPSTAKES Official Contest Rules:
1. No Purchase Necessary: To enter, send a letter or standard-sized postcard containing your name, address and phone number together with your list of 10 most wanted video games to "Top Ten Most Wanted" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail it to dan_peluso@zd.com or fax it to (630) 382-9010. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive two (2) video games as determined by Namco. Grand Prize has an approximate retail value of $80. Winners shall be determined by a random drawing of all valid entries by OPM editors, whose decisions are final. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., Namco nor their respective affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to OPM Top 10 Most Wanted Winners List, P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM CAPTION CONTEST Official Contest Rules:
1. No Purchase Necessary. To enter, send an original caption for the attached screen shot on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc.. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5 Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM LETTER OF THE MONTH Official Contest Rules:
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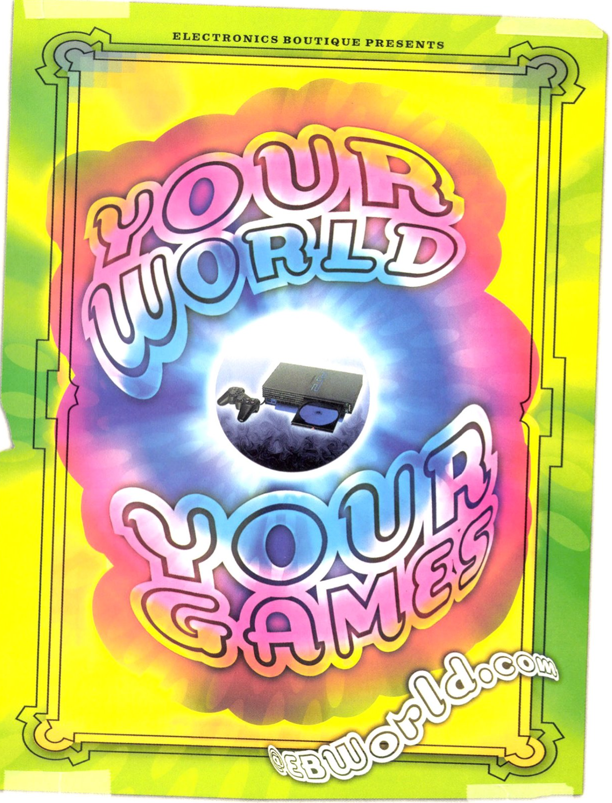
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PLAYSTATION INVASION

PLAYSTATION2: THE FUTURE OF ENTERTAINMENT

October 26, 2000. Remember that date. That's when we'll all bear witness to the largest consumer product launch in history—the PlayStation2 in North America.

A million PlayStation2 units will appear in 20,000 North American stores, and it's likely that a vast majority of these will be sold through on that day. According to Sony, the console will be supported by the biggest launch lineup in history, featuring titles from every major genre. In all, Sony expects the PS2 to generate $500 million in revenue in one day.

"Just as PlayStation brought interactive gaming to unprecedented mass market levels, PlayStation2 will open the doors to a new world of computer entertainment experience in the home, bringing together games, music and movies," Ken Kutaragi told attendees of Sony's pre-E3 press conference. "PlayStation2 is the future of entertainment."

Sony intends to drive its next-generation PlayStation consoles into homes faster than any other medium before it, including audio cassette players, music CD players and DVD players. And it hopes that new options like broadband Internet connections and hard-drive expansions will allow the PS2 to take a lead in the race for broadband entertainment. "The PS2 will serve as a catalyst for the broadband revolution," stated Phil Harrison, vice president of R&D for Sony Computer Entertainment America.

PS2 will retail for $299 when it hits North American stores.The initial supply of PS2 units will no doubt run dry shortly after launch, but Sony hopes to quickly have more ready to accommodate demand. According to the company, 3 million PS2 units should be in the North American market by March 2001.

Sony hasn't yet specified how many games will be ready for Oct. 26, but more than 50 games are supposed to be available before the end of 2000. Another 50 should follow between January 1 and March 1. Sony also said that 270 PS2 titles are currently in development. All first-party PS2 software is slated to cost $49.

The PlayStation 2 will be modified somewhat for the North American market. DVD movies will be playable right out of the box, and won't require a Memory Card as the Japanese units did. Sony has also incorporated a bay for a 3.5-inch hard disc drive and an expansion unit for interfacing with a network. Available at some time in 2001, the hard drive/broadband Internet add-on will be the doorway to "new forms of entertainment" as well as episodic content and constantly upgradeable games.

The North American PS2 package will include the system, a Dual Shock2 controller, an AV Multi Cable and a power cord. Unlike the Japanese package, however, no Memory Card will be included. Instead,the Memory Card can be bought separately for $34. Additional controllers as well as the Multitap will also cost $34.

According to figures released at E3, 1.8 million PS2 units have been sold in Japan so far. Sony intends to boost this number to 4 million by March 2001. Along with North America, Sony will deliver 3 million PS2 consoles to Europe by March 2001. Provided that most of the units sell through, there will be an installed base of nearly 10 million within a year of the console's initial release. This would place Sony in a comfortable position against competition from Nintendo and Microsoft.

As displayed by the massive number of PS2 games in the works from publishers such as EA and Konami, many are already expecting Sony to take an early lead in the next-generation console war. Says Trip Hawkins, chairman and CEO of 3DO, "I think it's really historic. When we look back 50 years from now at what made gaming mass-market, we'll say [PS2] did it."

RELEASE DATE

10•26•00

RELEASE PRICE

$299

IN THE BOX

Expansion bay for HDD 3.5" and network expansion

DVD-video playback capabilities built into hardware

Dual Shock2 analog controller

AVAILABLE ADD-ONS

8MB Memory Card

Multitap Adapter

Dual Shock2 analog controller

MSRP OF ADD-ONS

$34

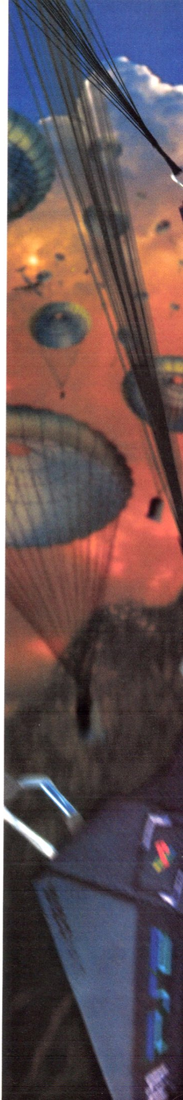


Illustration Nathan Kipe/2FACE

Gaming's Glamorous Weekend

There are trade shows, there are conventions—and then there's E3. For four days in May, some 62 thousand gaming publishers, developers, retailers and journalists descended on the LA Convention Center to see the latest offerings from every softco and hardware company imaginable.

Spanning a massive 548,000 square feet of exhibit space, E3 features hundreds of booths attended by an incongruous mix of hardcore gamers, buttoned-down businessmen, clueless hucksters, silly mascots and luscious babes in various states of undress. The entire show floor is bathed in the eerie glow from the countless gaming kiosks and all the multicolored flashing lights. As if the glitz, the noise and the games weren't enough, E3 also had plenty of other distractions. Pro wrestling matches, BMX and skateboarding half-pipes, competitions, celebrity autograph sessions—it's enough to send anyone into sensory overload.

And then there are the parties. Booze flows freely, celebs mix with commoners, long days turn into late nights, late nights give way to drunken hotel basement relay races run by some of the most prominent members of the development community...Of course, sleep is optional. Actually, come to think of it, sleep is not an option.

Sure, it sounds like fun, but it's also hard work. We here at *OPM* spent every waking hour sprinting from appointment to appointment, hobnobbing with industry bigwigs, saucing it up with development gurus and snapping pics with everything from apes to vampires. By the end of the stretch we were tired, worn out and ready for a good night's sleep. But before we turn in for about a week straight, we thought we'd share with you the highlights of E3.

Game of the Show: It's unanimous. Metal Gear Solid 2 blew us all away. Every hour on the hour, Konami drew an enormous crowd when it showed a video clip of MGS2 on an enormous wall of monitors. Even some of the most jaded reviewers reported welling up a bit at the splendor of the video clip.

Hottest News: The PlayStation2 launch details. For the full scoop, turn to page 30.

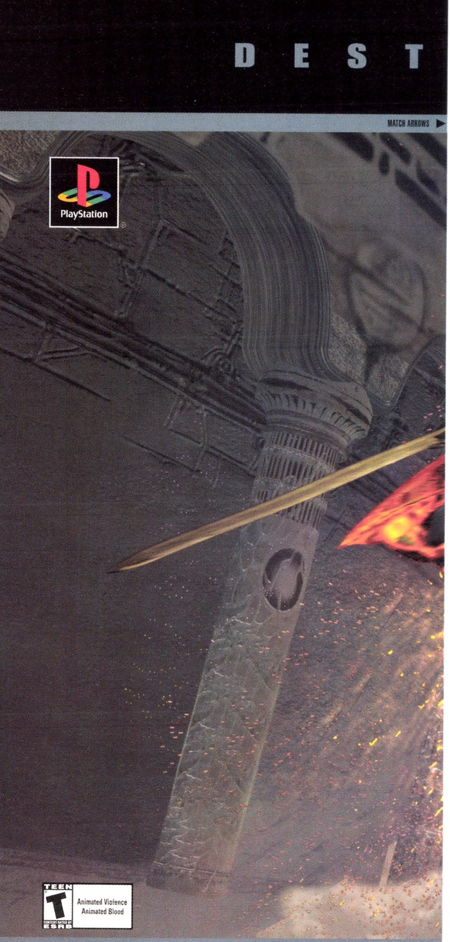
Biggest Surprise: Timesplitters, a first-person shooter from former members of the development team behind GoldenEye (check out our preview on page 60). Some of us were also impressed with the volume of PlayStation games on display, even though the PS2 was the primary focus.

Biggest Disappointment: Young Sam Kennedy was distraught over the fact that the "booth babes were not as hot or plentiful this year."

Celebrity Spotlight: A diverse assortment were on hand this year. Here's a list of everyone we actually saw at or around the show: Melissa Joan Hart, the Olsen Twins, Mick "Mankind" Foley, Bruce Campbell, Frankie Muniz ("Malcom in the Middle"), Ice-T, Filter, Regis Philbin, Jay Leno, Coolio, Macy Gray, Pauly Shore, Downtown Julie Brown, George Foreman, Roadkill and Rhino (two ECW wrestlers), Brett Favre, Dean Haglund, Rikki Rachtman, Mia Hamm, Tony Hawk, Bruce Harwood ("X-Files").

○△□×∞
ELECTRONIC ENTERTAINMENT EXPO
LEGENDS
Interactive Digital Software Association
PLAYSTATION2
MADDEN

PlayStation®2
AKKlaim SPORTS
CBS
Adrian GRENIER
Drive Me Crazy
AKKlaim Max Sports



Nothing could compare to the mystical powers of The Divine Tree. Massive, yet graceful, it gave birth to all living things. But the beauty of the tree could not hide an ugly blemish in the land of floating cities. The Winglies reigned superior. The Dragons

The Legend of Dragoon is a trademark of Sony Computer Entertainment America Inc. ©2000 Sony Computer

Bruce Campbell: Who's Laughing Now?

Bruce Campbell may be the world's best-known B-movie actor. Of course, with a couple of television series ("The Adventures of Briscoe County, Jr.," "Jack of All Trades") under his belt, a few episodic TV directorial credits ("Hercules," "Xena") and a book on the way, he's no one-trick pony. But by far his greatest renown comes from playing Ash in the cult classic *Evil Dead* films.

Now Campbell is prepared to reprise his most popular role in **THQ**'s **Evil Dead: Hail to the King**. We caught up with this Master of the One-Liner at E3, and asked him how this project compares to working on the films themselves. "It's different for games," he replies, "because you have to allow for all the different possibilities. So it's like two or three times as thick as a movie script. Plus you have to throw in all those weird extras in case the gamer does something really dumb: If someone wants to shoot up trees or do something strange with the chainsaw, we have to be prepared to insult them." He laughs. "But **it's fun to play the same character without having to be covered in blood**. I can sit in a nice, clean air-conditioned booth and go, 'Ooh! Ah! Ow! Oh!' instead of actually having to be there."

Campbell's role in Hail to the King is expected to be more than just voice, however: THQ has been claiming since the game was announced that both Campbell and ***Evil Dead*** **director Sam Raimi** will have a more formative role. We ask Campbell about the extent of his influence. He pauses for a moment. "I think my main function at this point," he says, "is to point out details that the real true-blue fan would go, 'Oh, cool!' And then when it comes time to finish the script I'll probably get Sam involved, after these guys have their first whack at it. I'll try to bend his ear for a couple of hours so we can come up with some zingers." That may sound like a small contribution, but consider the fact that the *Evil Dead* films are best loved for their one-liners and you'll realize what an influence this can be.

It should also be noted that Hail to the King won't be the first game Campbell has provided the voice for; he's also lent his talent to titles like Broken Helix, Pitfall 3D and the upcoming Tachyon: The Fringe. So how is this different from his previous video game efforts? "A lot of times when I do the other games," he says, "people are like, '**Well, you should have sort of an attitude like Ash...but *not* Ash...but *like* Ash.**'" He rolls his eyes. "So I try not to cough up all the old lines; I save them for this...plus hopefully a whole batch more that people can latch onto," he smirks, "and **Duke Nukem can then borrow.**" We laugh. Duke is notorious for "borrowing" Ash's one-liners (many of which Campbell ad-libbed himself), including "Groovy," "Come get some," and the classic "Hail to the king, baby!" We can't help asking his thoughts about the imitation.

"Look, I don't have a problem with it. I made one comment about it, and I think the guys who did Duke Nukem sort of jumped all over it. I don't want to continue to fuel that silliness." But he can't resist adding a couple soft jibes: "I just encourage everybody to do original stuff. **I'm flattered by the fact that they're copying me**, but I think it would be better if I wanted to copy them, and I have no desire to do that. Their lines should be so cool that I go, 'God, those are good one-liners!'" He shrugs. "But it's cool. It's a big world."

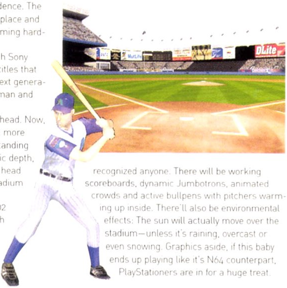
Nintendo's Ex-Ace Signs On With PS2

Acclaim's critically acclaimed All-Star Baseball franchise is about to take up a new console residence. The game is defecting from its Nintendo 64 birthplace and settling in with the PlayStation2 for the upcoming hardball season.

"We are dedicated to working closely with Sony Computer Entertainment to develop unique titles that take full advantage of this groundbreaking next generation system," said Greg Fischbach, co-chairman and chief executive of Acclaim Entertainment.

Graphically, ASB has always been way ahead. Now, with the power of the PS2, there will be even more glitz and glamour to match up with the outstanding gameplay. Just to give a sense of new graphic depth, there will be more polygons in each player's head than the number used to create an entire stadium in ASB2001.

We've gotten our claws on a few ASB2002 screens, and our mouths are watering (which could lead to dehydration, considering the game won't release until spring '01). The parks are so detailed that we found ourselves scanning the crowd to see if we recognized anyone. There will be working scoreboards, dynamic Jumbotrons, animated crowds and active bullpens with pitchers warming up inside. There'll also be environmental effects: The sun will actually move over the stadium—unless it's raining, overcast or even snowing. Graphics aside, if this baby ends up playing like it's N64 counterpart, PlayStationers are in for a huge treat.



OVERHEARD

> **"What usually happens with new hardware is, the people who are having a lot of trouble are the ones who are talking a lot of sh—."**
>
> **-Jeronimo Barrera,** a Rockstar producer, refuting the notion that the PlayStation2 is difficult to develop for.

TONY HAWK

VIDEO GAME MAKER

When Activision first approached me about being involved in a skateboarding video game, my first thought was "finally!" Through the years, there have been a few attempts at emulating skateboarding in arcades and on consoles, but there seemed to be more emphasis on the eccentricities of the skate culture instead of the actual athletics of the sport. However, we (the skaters) enjoyed each one. 720 was a blast when it came out and was heralded as the best of its time. Then again, it had no competition. Skate or Die had all the cheese of a sport-specific B-movie (like *Thrashin'*), but I bought a Commodore 64 just to play it. There was a serious lull in interest just after that time, partly because of skating's popularity cycles, but mostly because gaming developers were afraid to dive into and misrepresent the complex world of evolved skating.

Along came a sleeper arcade game called Top Skater to shake things up. There was very little control over the tricks one could perform, but the graphics and motion were excellent. Around the same time, four different companies wanting to create a skating game for a home console approached me. The first was most discouraging, as I had to meet with the president of the company on several occasions to try to convince him that this would be a good idea. The others had the right intentions, but nothing to show in terms of an engine or ideas. At last, Activision called and asked me to come up to their offices. At this point, I was frustrated with the whole idea, but I decided to hear them out.

They already had an ideal engine and a few basic tricks programmed, and the developers grew up skating in Venice. It felt right, so I signed up. I never imagined that THPS would become so popular. My goal was simply to help make a game that skaters would appreciate. It could have never been so successful without the devotion of Neversoft and their subsequent immersion into the skateboarding culture.

At last, the video game market has a skate genre that's here to stay.

Tony Hawk is an increasingly popular figure in the gaming world, as you can probably tell from the number of times he appears in this issue. Check out his Web site, www.tonyhawk.com. For more information, check out our feature starting on page 84.

PLAYSTATION POLL

ARE YOU READY 2 RUMBLE ON MICHAEL JACKSON'S FACE?

Yes!
100%

Ready to Beat It

Most likely one of the strangest announcements that has come out of the game industry in some time, Midway revealed at E3 that Michael Jackson will be starring as a special guest celebrity boxer in Ready 2 Rumble: Round 2. Jackson, a huge fan of the original Ready 2 Rumble, approached Midway about being included in the sequel. His moves were motion-captured and his voice was recorded in order to accurately incorporate his distinct sound and style. In fact, we've heard that one of his mo-cap'ed moves for the game is his signature moonwalk. The Gloved One isn't the only big name that can be found in Ready 2 Rumble: Round 2, though. Midway also told us that basketball star Shaquille O'Neal will be featured in the game, along with a few other unnamed celebs. Look for the game on both the PlayStation and the PlayStation2 this November.

PlayStation Aptitude Test

Think you know your PlayStation games? Take the PlayStation Aptitude Test (P.A.T.) each month and see how good you really are.

1. Star Wars Demolition is to Vigilante 8 as Tony Hawk's Pro Skater is to...
a) Die Hard Trilogy
b) Apocalypse
c) Bubsy 3D
d) The Fifth Element

2. "PlayStation" was originally a term for a peripheral for which system?
a) Sega Genesis
b) NEC PC Engine
c) Atari Jaguar
d) Nintendo SNES

3. Threads of Fate is to Dew Prism as Covert Ops: Nuclear Dawn is to...
a) Spec Ops
b) Operation: Mindcrime
c) Nuclear Strike
d) Chase the Express

4. Angelina Jolie is to Lara Croft as Rhona Mitra is to...?
a) Nina
b) Lara Croft
c) Chun Li
d) Mystique

5. Take the number of PS2s reported to have been sold the first weekend on sale in Japan, divide this by the number of last Final Fantasy game released in the U.S. so far. Add to this the number of issues of the Official U.S. PlayStation Magazine there have been (including this one) and then divide that by the number chocolate bars there are in a Twix. Now add the number of skaters in Tony Hawk's Pro Skater 2...and the answer is ________.

6. Nightmare Creatures II is to Rob Zombie as Soul Reaver is to...
a) The Cure
b) Matthew Wilder
c) Information Society
d) They Might Be Giants

7. The man who designed the PlayStation was...
a) Hideo Kojima
b) Shigeru Miyamoto
c) Ken Kuturagi
d) Phil Harrison

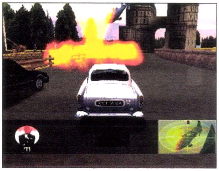
8. Alone in the Dark: The New Nightmare is the latest in a series of games. If it had a number, what would it be?
a) 2
b) 3
c) 4
d) 5

9. Which game features a warrior named Samanosuke, a princess called Yukihime, a Warlord by the name of Nobunaga Oda and a castle called Inabayama?
a) Romance of the Seven Kingdoms
b) Onimusha: Warlords
c) Rising Zan
d) Legend of Dragoon

10. Take the number of Crash Bandicoot games released so far and add this to the number of Tomb Raider games. Multiply the result by the number of Enix's next Dragon Quest game. Take away from this the number of available cars in Driving Emotion Type S... and the answer is ________.

ANSWERS
1. b **2.** d **3.** d **4.** b **5.** 61280
6. c **7.** c **8.** c **9.** b **10.** 16

James Bond Racing Game



Electronic Arts is currently working on a racing game for the PlayStation that uses the James Bond license. Tentatively titled 007 Racing, the game will allow you to take control of Bond and drive through levels jam packed with typical James Bond ramps and obstacles. And throughout, you'll be equipped with all sorts of weapons and gadgetry. 007 Racing is being targeted for late 2000.

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were a powerful race in their own right. And the humans lived as slaves. Divided by hatred, a battle for freedom would ensue. Armed with the spirit of the Dragoon, the humans prevailed. And all races now live in peaceful harmony. But beneath the

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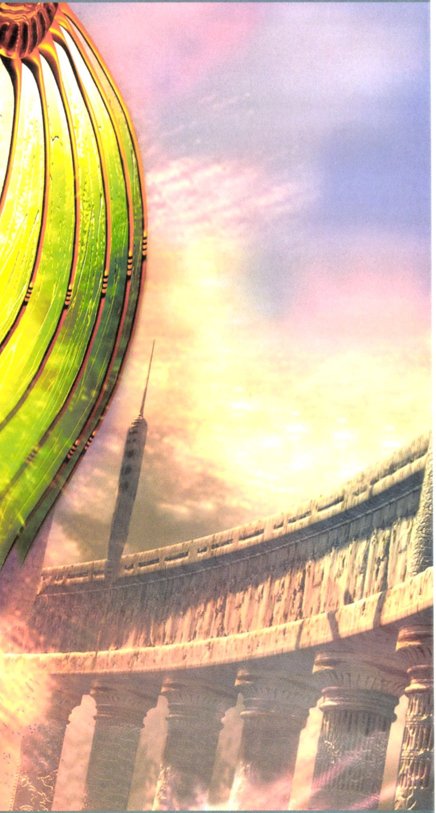

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tranquility lurks a mysterious prophecy. The emergence of an eternal force. Worshipped, yet feared, no one knows what its presence will bring. Infinite peace and happiness for all? Or the darkest evil imaginable?

Three Crazy Questions with Mat Hoffman

Why did Activision pick Mat Hoffman to represent their game? We asked biker bud Mike "Rooftop" Escamilla about that one: "Mat's done everything for 10 years. All the things Mat invented are people's big tricks now. Mat's the first guy to do things first."

OPM: So, Mat, how did the game come about? Did Activision approach you, or did you just hang around their office until they said, "Alright, fine. We'll make a biking game!"?

Hoffman: I started turning into more of a hands-on physical threat and after awhile they got sick of getting their windows broken and having their tires slashed, so they gave me a contract.

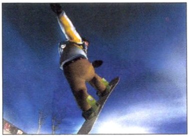
OPM: Is there an brawling between skaters and bikers?

Hoffman: There used to be an animosity between the two back in the '80s, but now it's a pretty tight bond. Now we pick on rollerbladers. Rollerbladers came up and we had a mutual third party to pick on.

OPM: Do you remember the worst crash you've ever had?

Hoffman: I forgot (laughs). I've had 14 operations, but I'm accident prone. I get hurt playing checkers. I crashed one time and burst my spleen and had to get that removed. That was pretty bad.

Is ESPN Konami's Ticket to Success?



ESPN stands as one of the strongest brand names in sports, but its connotation in the video game scene hasn't been good. Konami hopes to change that with their acquisition of the ESPN license. This fall Konami plans to have four PS2 sports games on the market: ESPN International Track & Field, ESPN NBA 2 Night, ESPN NFL Prime Time, and ESPN X Games Snowboarding (Track & Field and Snowboarding at launch). We sat with Craig Hal, brand manager for Konami's ESPN games, to see what's up.

OPM: How will the ESPN commentators be involved in the games?

Hal: All commentary is being done by ESPN anchors. Baseball is Chris Berman and Joe Morgan; basketball is Stewart Scott and Brent Musberger (who does ESPN radio).

OPM: Can you give us some estimate of how much commentator speech you plan on loading into the games?

Hal: Thousands of lines. Take Berman for example. He's got all the nicknames for people and we're putting them in. It's really funny commentary.

OPM: Any ESPN guys not interested in doing the games?

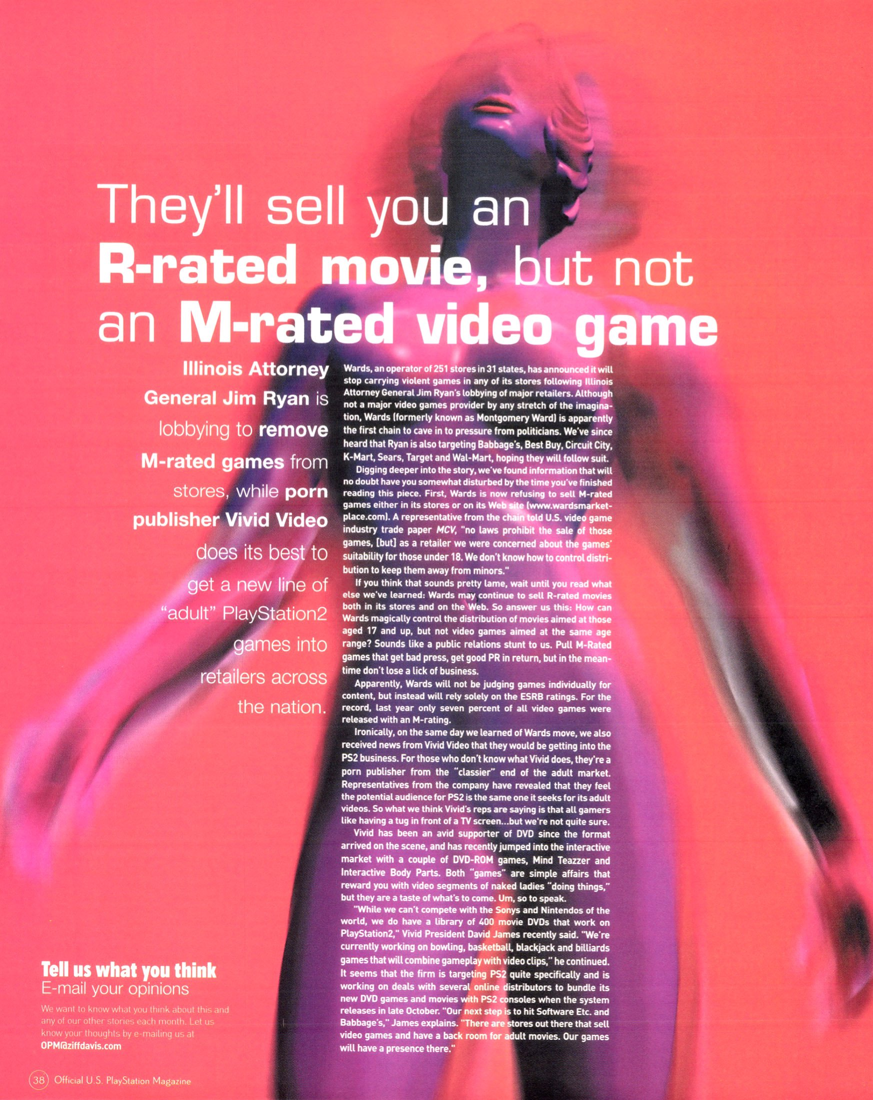
Hal: No, they're all excited about it. In fact, some people get jealous if they hear others are getting into the games. Kenny Mayne calls us saying, "I haven't done any commentary yet, what's going on?"

OPM: Since Konami hasn't really shown a big sports presence in the past, have you gone out and found people who know sports games?

Hal: Everything you know about Konami sports games is dead. We have all-new engines, all-new people. Everyone who's working on the marketing and development side has never worked on a Konami sports product before.

OPM: So what about Hockey? Are you working on any PS2 hockey games?

Hal: Yeah. Hockey for the PS2 should launch at the All-Star Game next year. And I'll tell you, as a guy who plays hockey four times a week, it looks really good.



They'll sell you an **R-rated movie,** but not an **M-rated video game**

Illinois Attorney General Jim Ryan is lobbying to **remove M-rated games** from stores, while **porn publisher Vivid Video** does its best to get a new line of "adult" PlayStation2 games into retailers across the nation.

Wards, an operator of 251 stores in 31 states, has announced it will stop carrying violent games in any of its stores following Illinois Attorney General Jim Ryan's lobbying of major retailers. Although not a major video games provider by any stretch of the imagination, Wards (formerly known as Montgomery Ward) is apparently the first chain to cave in to pressure from politicians. We've since heard that Ryan is also targeting Babbage's, Best Buy, Circuit City, K-Mart, Sears, Target and Wal-Mart, hoping they will follow suit.

Digging deeper into the story, we've found information that will no doubt have you somewhat disturbed by the time you've finished reading this piece. First, Wards is now refusing to sell M-rated games either in its stores or on its Web site (www.wardsmarketplace.com). A representative from the chain told U.S. video game industry trade paper *MCV*, "no laws prohibit the sale of those games, [but] as a retailer we were concerned about the games' suitability for those under 18. We don't know how to control distribution to keep them away from minors."

If you think that sounds pretty lame, wait until you read what else we've learned: Wards may continue to sell R-rated movies both in its stores and on the Web. So answer us this: How can Wards magically control the distribution of movies aimed at those aged 17 and up, but not video games aimed at the same age range? Sounds like a public relations stunt to us. Pull M-Rated games that get bad press, get good PR in return, but in the meantime don't lose a lick of business.

Apparently, Wards will not be judging games individually for content, but instead will rely solely on the ESRB ratings. For the record, last year only seven percent of all video games were released with an M-rating.

Ironically, on the same day we learned of Wards move, we also received news from Vivid Video that they would be getting into the PS2 business. For those who don't know what Vivid does, they're a porn publisher from the "classier" end of the adult market. Representatives from the company have revealed that they feel the potential audience for PS2 is the same one it seeks for its adult videos. So what we think Vivid's reps are saying is that all gamers like having a tug in front of a TV screen...but we're not quite sure.

Vivid has been an avid supporter of DVD since the format arrived on the scene, and has recently jumped into the interactive market with a couple of DVD-ROM games, Mind Teazzer and Interactive Body Parts. Both "games" are simple affairs that reward you with video segments of naked ladies "doing things," but they are a taste of what's to come. Um, so to speak.

"While we can't compete with the Sonys and Nintendos of the world, we do have a library of 400 movie DVDs that work on PlayStation2," Vivid President David James recently said. "We're currently working on bowling, basketball, blackjack and billiards games that will combine gameplay with video clips," he continued. It seems that the firm is targeting PS2 quite specifically and is working on deals with several online distributors to bundle its new DVD games and movies with PS2 consoles when the system releases in late October. "Our next step is to hit Software Etc. and Babbage's," James explains. "There are stores out there that sell video games and have a back room for adult movies. Our games will have a presence there."

Tell us what you think

E-mail your opinions

We want to know what you think about this and any of our other stories each month. Let us know your thoughts by e-mailing us at **OPM@ziffdavis.com**

Clish MacLaver

Gossip, Gossip

Clish MacLaver

I'm the new girl on the *Official PlayStation Magazine* team. My job? To sniff out the latest gaming gossip and bring you snippets of info gleaned from partying and dining with the powers-that-be in the gaming industry. You've probably not heard of me before; I'm an "import" from Scotland, as you'll no doubt gather from the witty use of an old photograph from my college days. I'm sure to be the butt of many a haggis joke and equally amusing Scottish references. For the record: Yes, I do know how to play the bagpipes; yes, I can understand what Billy Connolly is saying; and yes, a haggis does comprise some really nasty bits of a sheep stuffed with some other equally unsavory sounding parts, served up with gravy.

But that's enough about me. I've been in the fortunate situation this month of being able to kick off my gossip column at the very peak of the video gaming year: E3. Without a doubt the most flagrant display of corporate willy-waving the games industry has ever conceived, this expo is the place for getting the dirty on the latest stories.

The most outrageous was the recent obsession in some areas of the press on speculating the fate of **PlayStation3.** No sooner had Sony promised a supercomputer powered box for under the TV, than a bunch of hacks take a speculative piece from a Japanese newspaper and spin it into a de facto story about "multiple versions of PS3." It's all a load of bollocks as far as I can tell. Sure, Kuturagi and his band of bespectacled geniuses at SCE in Tokyo are no doubt looking ahead. And yes, we know they've just registered all of the appropriate URLs. But who really knows what technology will allow in five years time? Don't believe the hype on the Net.

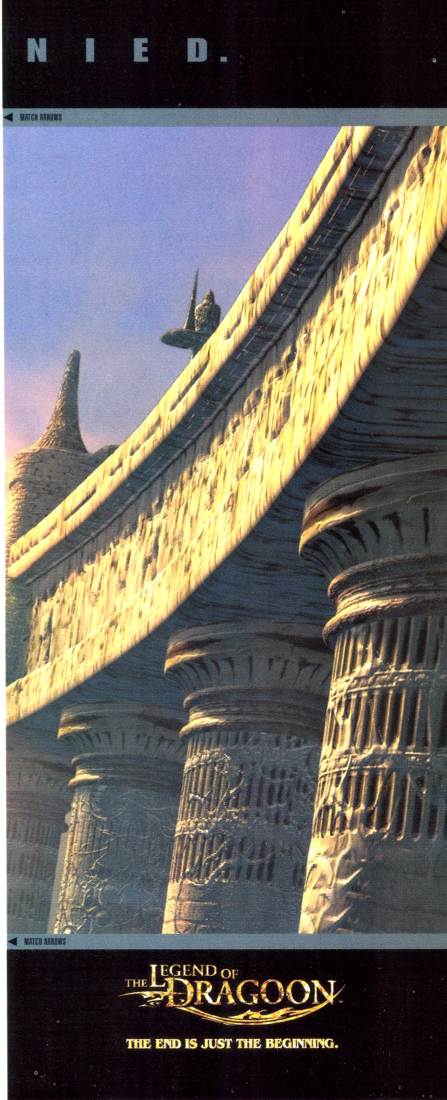
Speaking of supercomputer power, it would appear that the recent **"PS2 guiding nuclear missiles"** scare has blown over. It all had something to do with the immense processing power of the system, which technically makes the fab little box a bonafide supercomputer. The problems are all to do with the encryption technology and something about the CIA or the NSA or someone-or-other realizing that the thing could encrypt stuff that the Government couldn't.

> Without a doubt the most flagrant display of corporate willy-waving the games industry has ever conceived

Sony's huge party at E3 was a great place to get some gossip. The booze was flowing, everyone was boogying to Macy Gray, and piece by piece the info started to come out. What did I learn? Well, **Gran Turismo 2000** will ship with PS2-optimized full versions of both **Motor Toon GP** and, get this, **Omega Boost**, as hidden "minigames" for you to unlock. How cool is that? There's also talk of a possible four-player mode as long as it doesn't mess with the quality of the rest of the game. After a couple more cosmopolitans from the nice man at the bar I managed to get my contact to reveal some stuff about Gran Turismo 3 as well. The planning has started, but we won't be seeing it for at least another two years, as it uses entirely new technology throughout. There is an F1 game on the way using the GT2000 engine, though.

Elsewhere I managed to score info on the **new Tomb Raider.** It seems there's some debate over what to call future iterations of the game. General consensus appears to be that the franchise is being bled dry, and the PS2 game is so cool that it warrants something tantamount to a relaunch. No one will say if it will still be called Tomb Raider, or whether it will be "Something Starring Lara Croft." The next day I managed to sneak my way into a back room and see footage of the game. It may have been only a few seconds, but it was so good I nearly wet my knickers with glee. Much like Metal Gear, the gameplay looks more impressive than the average prerendered cutscene, showing facial expressions, beautiful lighting and movie-caliber camera work. Why Eidos wasn't showing this to everyone at E3 is beyond me. It changed my mind about Lara's future.

After excited reports a couple of months ago that Sony Online Entertainment would be working with Verant and LucasArts to produce an **on-line Star Wars** game for PC and PS2, I now have bad news. The PC game won't hit until fall 2001, and I overheard some chat that the PS2 version was "unlikely" now. Shame. Maybe we'll get a PS2 variant of EverQuest at some point?



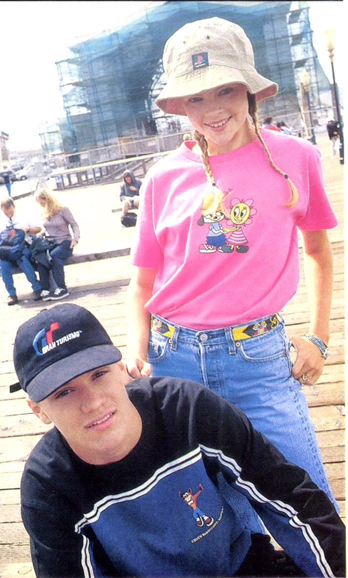
www.store.playstation.com

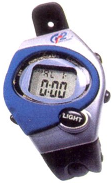
Threadz

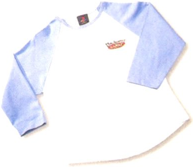
He wears: Omega Boost cap: Cotton brushed twill cap with Omega Boost logo embroidered on front, adjustable fabric closure, $14.95. PlayStation Long Sleeve Tee, $22.95.

She wears: Um Jammer Lammy Signature Tee, $15.95.

Right, Top to Bottom: PaRappa Ski Cap, $12.95; Gran Turismo Hooded Fleece Sweatshirt, $37.95; Gran Turismo Baseball Cap, $14.95; Crash Bandicoot Color Block Long Sleeve Crew, $29.95; PlayStation Bucket Hat, $13.95; PaRappa the Rapper and Sunny Tee, $17.95.





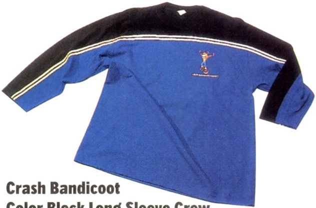


Gran Turismo 2 Watch

Two-tone watch face with GT2 logo, black rubber band, water resistant, date and time functions with stopwatch capabilities.
www.store.playstation.com
$21.95

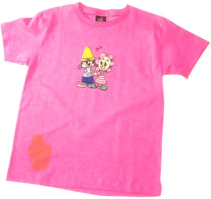
Um Jammer Lammy MilkCan Baseball Tee

100% cotton jersey, three-quarter sleeve baseball tee, print on front and back. Available white/blue or heather/pink.
www.store.playstation.com
$9.99



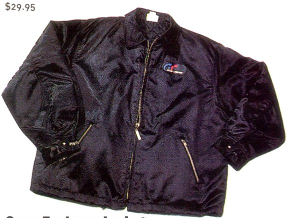
Crash Bandicoot Color Block Long Sleeve Crew

100% cotton shirt with double stripe across shoulders. Screened Crash Bandicoot character on the front left chest and PlayStation word on back below collar.
www.store.playstation.com
$29.95



PaRappa the Rapper and Sunny Tee

100% cotton jersey in fuchsia with screen print on front and back.
www.store.playstation.com
$17.95

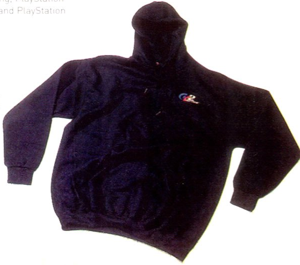


Gran Turismo Jacket

Shiny nylon twill with medium weight quilted lining, PlayStation zipper pull in front. Rubber Gran Turismo patch and PlayStation word embroidered on cuff.
www.store.playstation.com
$96.95

Gran Turismo 2 Hooded Fleece Sweatshirt

Cotton poly black fleece pullover with embroidered screen print on font.
www.store.playstation.com
$37.95



Sabrina Goes Interactive

Knowledge Adventure is currently developing a PlayStation game based on the "Sabrina the Teenage Witch" TV show. It will feature original content from Melissa Joan Hart herself. Look for the game late next fall.

bleem! strikes again

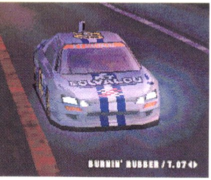
New version allows you to play many of your PlayStation favorites on the Dreamcast

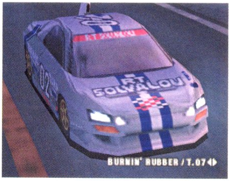
Bet you never saw this one coming...**bleem! has announced that it will be releasing a version of its popular PlayStation emulator for the Dreamcast.** This means that soon everyone will be able to play their favorite PlayStation games on the competing Sega console. The Dreamcast version of bleem! will significantly improve the graphics of many PlayStation titles by using effects that smooth out the look of the graphics.

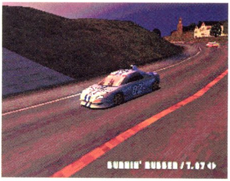
For $20 people will be able to purchase what bleem! is calling **bleempacks,** which are different sets of bleem! that will allow for 100 specific PlayStation games to be played on them. The reason for splitting the library of PlayStation games into separate packs of 100 is so that bleem! can focus on making sure that each game in each set is fully compatible. First bleempacks will hit stores during mid-summer.

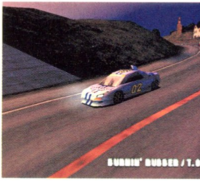
As for getting the same PlayStation control experience, bleem! has devised an adapter that will allow gamers to use actual PlayStation controllers on the Dreamcast. The company has also come up with its own PlayStation-esque Dreamcast controller. Game saves will apparently work on the Dreamcast's VMU.

While Sony has yet to comment, it seems likely that taking the PlayStation experience out of the PlayStation environment is something they will take exception to. We'll follow the progress of any ensuing activity in this area in the coming months.









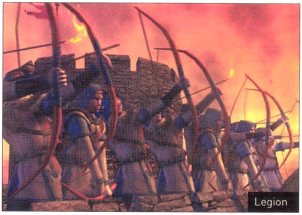
OVERHEARD

"It's drop-dead sexy."

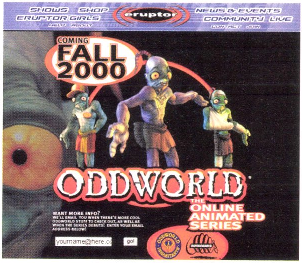
-John Riccitiello, of Electronic Arts, gushing about PlayStation 2

"The simple fact that Seaman, Crazy Taxi... Space Channel 5 and others are coming to PS2... says that despite SoA's best efforts, the writing's on the wall for Sega."

-Victor Ireland, president, Working Designs, explains why he's not supporting the Dreamcast



Legion



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WE'LL EMAIL YOU WHEN THERE'S MORE COOL ODDWORLD STUFF TO CHECK OUT, AS WELL AS WHEN THE SERIES DEBUTS! ENTER YOUR EMAIL ADDRESS BELOW!

yourname@here.co

PC developers embrace PS2

Two developers traditionally known for their PC role-playing games turned heads at the recent E3 Expo with their new PS2 RPGs. **7 Studios,** made up of team members primarily responsible for Command & Conquer on the PC, showed off its RPG called **Legion.** Even though only CG rendered sequences were displayed so far, they were still something to get excited about. Midway is publishing Legion, and it should be available in summer of 2001. Another promising PS2 RPG is **Eternal Blade,** coming from Stormfront Studios. Stormfront has developed several popular PC RPGs, including Pool of Radiance, Neverwinter Nights and Byzantine: The Betrayal. This will be the company's first console RPG, and from our early hands-on test of the game at E3, it appears that Stormfront could have a success on its hands. Eternal Blade is also set to release in summer of 2001.

Oddworld goes online

This fall, Internet site Eruptor Media will deliver an **online animated series for Oddworld.** While little is known about the program, a preview page is currently online and can be found at **eruptor.com/oddworld**. Early artwork seems to imply that the adventures will center on gamer favorite Abe—but we'll bring you more information later in the year. By going there you can also sign up to receive e-mail updates on the Oddworld series. Check it out!

PlayStation gets a facelift

As speculated in *OPM* last month, Sony has now confirmed that it will be making what it calls **"cosmetic changes" to the PlayStation.** What this essentially means is that a much smaller, sleeker version of the PlayStation will be released in the North American marketplace before or around the time the PlayStation2 launches. As with the current PlayStation model, the price of this new unit should weigh in at $99. Speculation online seems to be pointing toward a unit of DiscMan-like proportions, maybe even with funky new designs to suit different markets. Previous rumors suggested that the new PlayStation is essentially "portable" but this doesn't mean that it's a handheld device to rival the Game Boy. There will be no screen with the new unit. Let us know what you think of this—send your e-mails to us at OPM@ziffdavis.com.

Mega Man Creator Brings Honor to PS2

Onimusha: Warlords producer Keiji Inafune describes Capcom's newest franchise

We recently had an opportunity to sit down with Capcom's Keiji Inafune, creator of the Mega Man series and producer of Capcom games such as Resident Evil 2. His latest project, Onimusha: Warlords, is a samurai adventure that takes place in feudal Japan with gameplay somewhat reminiscent of the Resident Evil series.

OPM: When is Onimusha going to be released in the U.S. and Japan?
Keiji Inafune: It will be a simultaneous release for both countries. In fact, we're essentially only going to do one version. You'll be able to select which language you prefer right on the DVD, so you'll have English audio and Japanese audio. You'll also be able to select either English or Japanese.

OPM: In the demo we played, the central character, Samanosuke, carries a sword. Are there any other weapons?
Inafune: There will be three types of weapons: Japanese katana sword, Western sword and a long staff with two blades on the end. There will be several versions of each weapon type. You will find more powerful weapons as you progress through the game. There are various ways that you can acquire them. Some you will find as you explore, some you'll need to do special tasks or discover secrets to get. Some weapons you'll be able to acquire by exchanging items. For each weapon, though, there will be special gems that can enhance them further, giving you powers like fire or thunder. Your character carries a gauntlet that will hold these gems. So, as an example, if you place a fire gem into the gauntlet you will then have a flaming sword. There are also books that will allow your character to learn new moves, like stabbing an enemy and tossing him over your head.

OPM: So the game will adapt and let you do new moves with the joypad?
Inafune: Yeah. So if you pull off a move like Down, Up, and then the Attack button, your character might do some new move. But you won't be able to do these moves until you learn them by reading the books.

OPM: What's the role of the female character in Onimusha?
Inafune: She is a female ninja, and at times she will aid you in your journey. There will be parts where she will come on the screen and help you fight.

OPM: What's left to be done between now and November? The engine is complete, the story is finished—what are you still working on?
Inafune: We're concentrating on completing more of the areas, and we're working on making sure everything is properly balanced.

OPM: How is working with PS2? Have you learned more about system's capabilities?
Inafune: When we first started development for the PS2, there was a list of things that we were expecting the hardware would allow us to do. We've done a lot of experimenting, and most everything that we looked for can be done. There are some things that I didn't realize we could do earlier. For example, normally in a game when you slash with a sword there is only one angle that it will slice. What we've been playing around with is allowing for the swords to slash at just about any angle—so the wounds on the enemies will exactly reflect the angle at which they were inflicted.

OPM: Is it just a case of running around and swinging a sword? Or are there going to be more stealthy aspects to the gameplay?
Inafune: I know Americans really like stealth, but it's not going to be a focus in Onimusha. Samurais follow a certain set of rules—essentially an oath they live by. They fight honorably, and they wouldn't just sneak up behind someone and stab them in the back. If you want to hide and be stealthy through the game, you can. We're not encouraging that aspect.

OPM: At first glance the game looks like it's set in a more traditional or even historical environment, upon closer study things seem more fantasy-oriented. What kind of setting can we expect in the game?
Inafune: Well, there are humanoid characters, and there are some non-humanoid and some insect characters. In all, there are 10 different categories of enemy characters that you'll face in the game. There will be some big bosses to fight as well. The one that was featured at the end of the demo is the weakest one you'll find in the game. I'm fond of one female boss that you fight—her design is cool. When you fight her, there is a CG movie scene where the human female transforms into the boss creature.

OPM: How will you save your game? Will there be a system similar to Resident Evil's ink ribbons?
Inafune: This is actually something we're still working on. Right now we're toying around with allowing the player to save whenever he or she wants, but we may offer something where players will only be able to save in certain spots. We'll see.

OPM: Besides Onimusha, do you have anything else that you're working on?
Inafune: Of course. I always have around four projects running at one time. But I must say I'm pretty focused on Onimusha at the moment.

OPM: Would you consider doing a Mega Man game for the PlayStation2?
Inafune: I'd say that the chances of me personally doing a new Mega Man game on PlayStation2 are pretty slim at the moment. I have some other games that I'd want to do first [smiles].

CHRIS GORE

CAN ANGELINA FILL LARA CROFT'S SHOES? OR HER BRA FOR THAT MATTER?

We've seen our share of video games made into movies, but what happens when they turn the upcoming Tomb Raider movie starring Angelina Jolie into a game?

Will the inevitable game based on the Tomb Raider movie with Angelina's likeness be any good? If we go on the previous Tomb games, it should be awesome. But let's face it—most video games based on movies suck. It's a sad fact that I've had to live with, which is tough for me to swallow as both a game and a movie geek. With the notable exception of Star Wars, topnotch games based on movies are few and far between.

So what makes a good movie-based video game? To me there are five basic rules to making a great game based on a movie.

5) Sound and Music. It must be authentic and from the film itself. When I hear that John Williams score from Star Wars, it just makes the game complete.

4) Story. Sticking with the movie's story doesn't always matter. If it loosely follows the film, that's OK—but I enjoy it more when the game cleverly focuses on an element the movie only touched on.

3) Gameplay.

2) Gameplay.

1) Gameplay. How often have we heard this in a review: great graphics, the story follows—but the gameplay was weak. (Insert name of movie here.)

Ask yourself: Would I even be playing this game if it weren't based on one of my all time favorite flicks? First off, the movie has to lend itself to a decent established game genre, like racing, for example. Heck, the Pod Racer sequence in *Star Wars Episode I* screamed, "Make me into a video game!" (Like George Lucas didn't have that in mind.) I'd actually like to see some games based on more obscure movies like *Logan's Run*, *Scream*, *The Road Warrior*, *Pulp Fiction* or *The Waterboy*. (Well, *Rollerball* is supposed to be on its way, so that's encouraging.) With the PlayStation2's ability to play DVD movies, I'm hoping that game producers will actually avoid including film footage and see fit to include more gameplay.

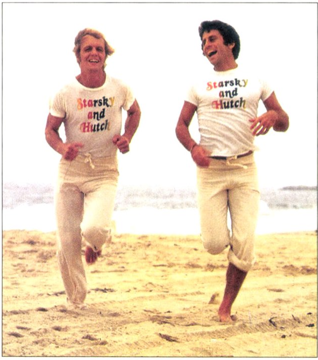
Chris Gore is the editor of Film Threat www.filmthreat.com and the host of *The New Movie Show*, which airs on Tuesdays on the FX Network. In his spare time, he solves baffling crimes as the costumed avenger known as The Weasel.

The Ultimate 'Buddy' Game License

Hot on the heels of SouthPeak's torturous (but top-selling) Dukes of Hazzard game comes another title based on a '70s TV show. **Empire Interactive has signed an agreement with Sony Pictures to publish a game based on Starsky and Hutch** for "next generation consoles," which we understand to include PlayStation2.

Starsky and Hutch aired from 1975 to 1979 on ABC, and starred David Soul as the well-educated Ken "Hutch" Hutchinson and Paul Glaser as the curly-haired, hip-dude Dave Starsky. Those of you familiar with the show will no doubt remember their seriously cool ride, a bright red 1974 Ford Gran Torino with a white stripe down the side. Many a young boy fantasized about chasing criminals in that brute.

"Starsky and Hutch has to be one of the most well-known TV shows of all time, and it's an ideal property on which to develop a game, so we are absolutely delighted to have secured the worldwide interactive publishing rights," Empire managing director Ian Higgins tells us. Empire's conversion of **Starsky and Hutch is scheduled for release next year**, but no gameplay or developer details have been set yet. We want to see something like Driver, but with even more obtuse '70s references. How about you? E-mail us your thoughts to **OPM@ziffdavis.com** with the subject line **Starsky & Hutch.**



Let's hope the final game has more car chases than runs on the beach.

OVERHEARD

"I've got a message for the no-talent clods who insist on putting puerile humor and outrageously breasted women into computer games. How to put it diplomatically? Oh, I've got it: Grow up." - **Ernest Adams**, producer, Bullfrog—as reported on www.gamasutra.com

"Can you name any original title that came out exactly on time? If you can, then I'll eat my Union Jack boxer shorts." - **Peter Molyneux**, president, Lionhead

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POS 6
Lap 2
Cannon
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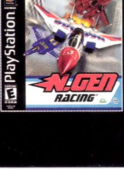
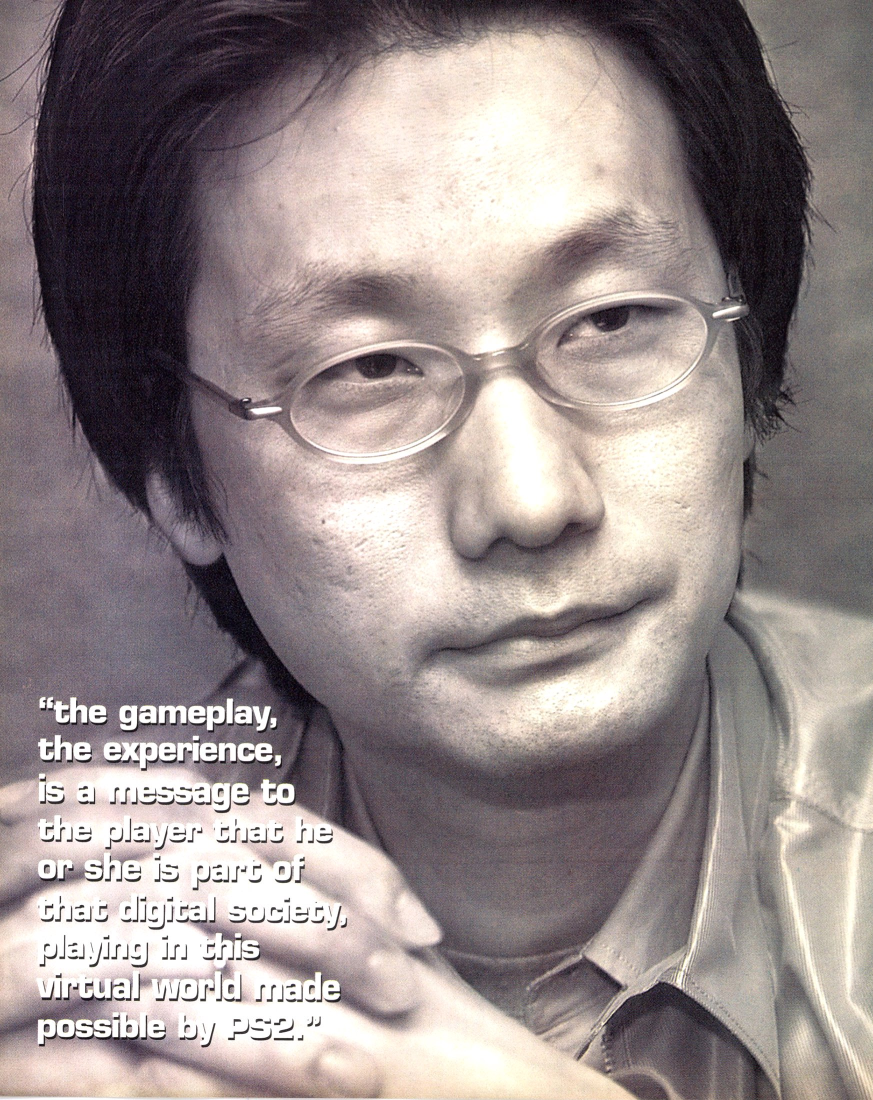




"the gameplay, the experience, is a message to the player that he or she is part of that digital society, playing in this virtual world made possible by PS2."

METAL GEAR SOLID CREATOR

The creator of Metal Gear talks pop psychology, movies and the digitization of society.

Hideo Kojima

"Life makes the species evolve by mixing genes and passing on genetic information to future generations. How do things that are not part of the genetic information—one's thoughts and spirits, cultures and history—get passed on? Why do the laws of nature not touch upon the inheritance of such things? What are we to pass on by means of digital recording methods unique to humans—speech, writing, music, visual images, etc.? Moreover, are we obliged to pass on such things?"

These are the questions Hideo Kojima presents to you, the gamer, in his latest and most ambitious project, Metal Gear Solid 2: Sons of Liberty. He poses these questions because he's genuinely interested in what you think. But perhaps more importantly, he wants to make sure that you're pondering these issues. Because he is. With Metal Gear Solid 2 Kojima wants to explore how we as a society should tackle digitization. This is the perfect setup for Kojima's hero, Solid Snake, and a story intent on delivering a true interpretation of digitization's effects on society.

Metal Gear Solid 2: Sons of Liberty may be one of the most important games this industry will ever see. For the first time, a video game may deliver an experience that will evoke the same feelings as Hollywood picture. Games may have tossed messages to society before, but none have been presented with the visual and audio stylings that have been made possible by the PS2. Sons of Liberty is the most amazing-looking game this industry has ever seen and will further bridge the gap between cinema and games.

OPM: Metal Gear Solid 2 is social critique, dealing with the digitization in the future. Do you think that is kind of ironic, considering you're making the game for the PS2, a platform aiding in this digitization?
Hideo Kojima: The game does hit on points like this, like the digitization of society and digital money. At the same time, the gameplay, the experience, is a message to the player that he or she is part of that digital society, playing in this virtual world made possible by PS2.

OPM: You've said that movies have been a strong influence. What are some of your favorite films?
Kojima: *Taxi Driver* and *2001*.

OPM: What nationality is Solid Snake, and is this a question that has to be answered now that the graphics have improved so much?
Kojima: We don't try to determine the nationality for Solid Snake, because it's the nationality of the player. You are Solid Snake. But with that said, he does look half Anglo-Saxon and half-Asian.

OPM: You've mentioned that it's possible to make it through the entire game without actually killing anyone. Is that in response to the recent uproar on the issue of video game violence?
Kojima: A lot of what you've seen so far in the MGS2 video trailer has been Solid Snake and the soldiers shooting at each other. But that's not the main focus of the game. Metal Gear is all about stealth, trying to move around while avoiding fighting and being spotted. That's why we included the tranquilizer—to tell people that you don't have to kill enemies. And at the same time, I guess it's my way of interpreting the current situation with the violence in the games industry and is a message toward players. Violence doesn't have to be the only answer.

OPM: Metal Gear Solid 2 takes place in Manhattan. Are there any times when you'll actually venture out into the city streets?
Kojima: You'll probably end up in the streets, yeah. It takes place in that area, so we'll see [smiles].

OPM: Is MGS2 a continuation of what of what was written for the first game, or is this a completely new project?
Kojima: Obviously there were a lot of ideas that kept popping up while we were working on MGS1, but the actual development and planning didn't start until after the original Japanese MGS was released.

OPM: How does the first-person mode work?
Kojima: The first person mode is only for looking around and shooting. It's activated by hitting a button. You can't move around while using this perspective, as it's only for aiming and looking around.

OPM: You've said you want to convey more things like temperature in MGS2. Alfred Hitchcock used to try convey feelings like this by applying psychological techniques to his visuals. Do you do the same?
Kojima: I was never really a psychology major in school. I probably only took the class that would be equivalent to your Psych 101. But I was a huge fan of Hitchcock and I think that I've learned a lot from him. That said, I do study psychology on my own.

OPM: In the first Metal Gear Solid, you could strike an enemy and then hide away. A little while later he had already forgotten about you. Are you looking to make changes to the AI for MGS2?
Kojima: Oh yes, definitely. The AI will be very different in MGS2. This time you won't be just fighting individual guards.

OPM: Were there any ideas that you had for the original MGS that the technology wouldn't allow?
Kojima: Yeah. Not only are we now able to improve graphics, but we can also do things like enemies spotting shadows. That element of light and shadows was something we couldn't do before.

OPM: How many people are working on Sons of Liberty?
Kojima: Thirty-five. The previous team was about 30 people. All of the people from the previous team are on the sequel, though.

OPM: The soundtrack is being composed by Harry Gregson-Williams, who has worked on the music for *Enemy of the State*, *Armageddon* and *The Rock*. Are you aiming for a more movie-like orchestral score for MGS2?
Kojima: We're going for a real orchestral Hanz Zimmer style soundtrack. We'll be using lots of digital samples. When you come across situations in the game, the music will change to reflect them. However, unlike in the first game we won't be switching from one track to another. Instead, the game will make changes to the existing track, so it will seem as if an orchestra is sitting there making the changes. This use of music again hits on our theme of digitization and the warning—it's an orchestra, but it's digital samples.

OPM: Finally, will the cardboard box return in MGS2?
Kojima: Yes.

For more information and cool looking screens of MGS2, see our preview on page 58.

"Violence doesn't have to be the only answer."

ORSON SCOTT CARD

THE GAMER OF THE FUTURE

Everybody keeps speculating about what the "game of the future" will be like.

Virtual reality? Direct brain interface? People on asteroids and space stations avidly watching the tournament for the All-Humanity Cup of Twitch Games? Oh, come on—how would I know? The only predictable thing is: When somebody comes up with a cool new computer tool, gamers will use it first and best.

What interests me is the GAMER of the future. That's right. It's YOU. As transformed by the PlayStation2 (or 3, or 9). Because that's what these games are about—changing human beings.

Back in the '80s, when I was struggling to get my initials up on arcade vanity boards dominated by seventh-graders, I began to realize that I just wasn't built for these games. My wrists and fingers would be so overworked at the end of a few hours of playing that I could hardly drive home. But that's because I was already an old coot even then. Far more disturbing was what games did to my brain. I got so used to anticipating the onscreen movements that I would hallucinate them even when I wasn't playing. I'd be teaching a class, and Tetris figures would be dropping downward through the air. I'd be driving a car as Galaga starships swooped in for the kill.

Personally, I don't like it when my brain starts showing me things that aren't there. But my brain was merely adapting to the game. It was anticipating the enemy's moves so I'd be ready to strike quickly. My brain, poor thing, was trying to help. It didn't know that at that particular moment there was no quarter in the machine, no controller in front of me. Never before in human history have our brains been required to anticipate the movements of imaginary objects. It's a new evolutionary pressure. And some of us are better at this brainwork than others. Just as some can handle complicated controllers better than others.

Don't worry yet. There are only two ways that this could affect the course of human evolution:

1. If losing a game got you killed before you could reproduce, or
2. If winning a game gained you more opportunities to reproduce.

That's just simple biology. But as far as I've heard, neither of these conditions yet applies.

About the first one—that's a relief.

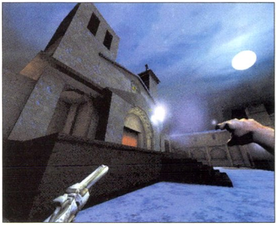
But the second one—bummer, huh?

So here's a project for gamewrights: a PlayStation2 game that make players look irresistibly cool to members of the opposite sex.

Orson Scott Card is the author of numerous award winning science fiction novels, including the highly regarded *Ender's Game*. He is the only author to win both the Hugo and Nebula Awards two years running. For more information you can check out his Web site at www.hatrack.com.

Clive Barker's PS2 Game

The man who brought you such horror classics as *Hellraiser* takes his first stab at creating terror on the PS2



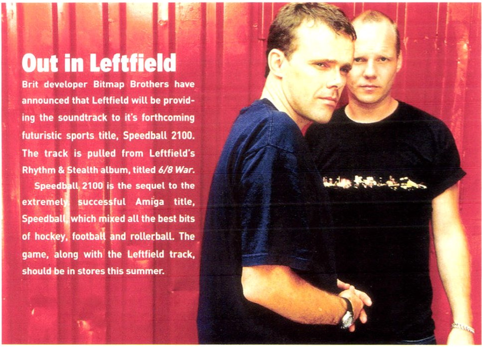
Master of horror Clive Barker has teamed up with Electronic Arts to create a new game for the PC and PlayStation2. Titled Undying, the game takes place in Ireland during the 1920s and centers around a cursed family. A friend of yours named Jeremiah summons you to his estate, where he explains that his four siblings were claimed by death, but have since been reanimated and are intent on slaying him. You take command of a man named Magnus who must unravel the curse that has befallen this family. Undying is the first game from Clive Barker and is said to feature the same kind of horrific ambiance found in his other projects. As shown in the screenshot to the right, the game is presented in a first person-shooter perspective. **DreamWorks Interactive** is developing Undying, which is expected to release this fall.

Suikoden 3 and Silent Scope headed for the PlayStation2

We all know that Metal Gear Solid 2 and Silent Hill 2 are coming for the PlayStation2, but we've now learned of another Konami series that will hit the next-gen Sony console: **Suikoden.** Konami recently revealed that it is developing the third installment in the RPG series for the PS2 and expects to have the game ready by late next year. Another PS2 game that the company is working on is a port of the arcade gun shooter **Silent Scope.** Konami has altered the game so that it can be played with a standard controller (there's an onscreen scope that you can use to see in the distance). Judging by our brief time with the game at E3, we'd have to say that Konami has done an admirable job of re-creating the arcade experience without the use of a light gun. Look for Silent Scope to release for the PS2 late this year.

Too Human, from the creators of Blood Omen, canned

A few months ago, we gave you a first look at a 3D RPG for the PlayStation by the name of Too Human. The game was being developed by **Silicon Knights**, makers of the cult classic RPG Blood Omen: Legacy of Kain, and it looked very promising (it featured some incredible prerendered backgrounds and was to span four CD-ROMs). Unfortunately, **Too Human has been cancelled.** Nintendo has taken a strategic equity investment in the Canada-based Silicon Knights, resulting in the studio developing titles only for the Nintendo 64 and Dolphin. Apparently, Too Human has been silently killed—what a shame.



Out in Leftfield

Brit developer Bitmap Brothers have announced that Leftfield will be providing the soundtrack to it's forthcoming futuristic sports title, Speedball 2100. The track is pulled from Leftfield's Rhythm & Stealth album, titled *6/8 War*.

Speedball 2100 is the sequel to the extremely successful Amiga title, Speedball, which mixed all the best bits of hockey, football and rollerball. The game, along with the Leftfield track, should be in stores this summer.

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And you better learn fast. Because you're Keith Snyder, bodyguard, trapped in the Desert Moon Hotel when all the patrons are turned into vampires. Your job... find out why and destroy a few million nasty vampires in the process. There is a myriad of environments, awesome weapons and challenging puzzles to keep you on the edge of your seat. You can even pick your blood type and play as a human or vampire. Videogames.com said, "If you're looking for an RE-style game with a twist this might be your best move." So get moving, before you become...uuhhh...dead meat.

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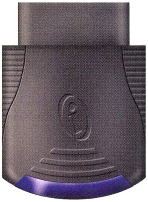
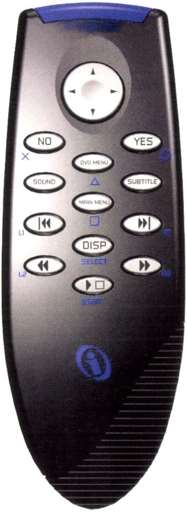
Control the world

Planning to watch lots of DVD movies on your PlayStation2? Interact has a good solution to the problem of fumbling to navigate through all the DVD functions via the Dual Shock controller: The peripheral company will release a DVD remote for the PS2. It'll offer 16 DVD function buttons and will operate from up to 23 feet away. Interact intends to have its remote ready for the PlayStation2 launch this October.





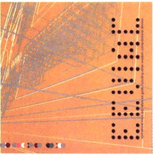
MY FIRST JOB

Name: Hideo Kojima
Occupation: Producer and vice president of KCEJ
Company: Konami

"This may surprise you, but working for Konami is actually my first job. I started as a game planner and then moved up to director for Metal Gear. But before I got my job at Konami I was a student, and I spent a lot of time making 8mm movies and wrote many stories. But I did that stuff as a hobby, not for pay."

SOUND STATION

THIS MONTH'S FEATURED GAME: GRIND SESSION



EEVIAC
Man or Astro-Man?

Touch and Go

Somewhere between Dick Dale and Devo lies Man or Astro-Man?, a band steeped equally in surf rock and sci-fi B-movie lore. Their latest effort, *EEVIAC*, introduces a few vocal tracks (a relatively new addition for MoAM) without detracting from the seamless pulp atmosphere.

EEVIAC wanders from guitar-driven rock ("U-235/PU-239") to oddball low-fi industrial ("D:contamination"), sprinkling retro sci-fi samples throughout. The result is an album that works better as background music than as the subject of intense scrutiny: It's good, but there's not all that much there.

Final Score ●●●◖

NOFX
punk in drublic

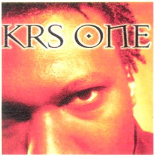
Punk in Drublic
NOFX

Epitaph

Though lacking some of the variety, brutal wit and lighthearted humor of their essential *White Trash, Two Heebs and a Bean*, NOFX's *Punk in Drublic* maintains enough of these to illustrate why the band has kept one of the top spots of pop-punk for their entire career.

With a few exceptions ("My Heart is Yearning" and "Jeff Wears Birkenstocks," for example), the album is darker and more serious than the standard NOFX fare. But the spot-on harmonies (in spite of Fat Mike's ultra-nasal vocals) and crisp guitar work make it some of the slickest punk you're likely to find anywhere.

Final Score ●●●



KRS ONE
KRS One

Jive

"Expand your consciousness and dismiss foolishness." KRS One's eponymous 1995 release leads off with a lyric that nicely summarizes his entire focus. Throughout, *KRS ONE* is a fair capsule representation of one of rap's most highbrow acts.

From his take on standard hip-hop one-upmanship ("Wannabe-mceez") to revolutionary concepts of the religious ("The Truth") KRS saturates his lyrics with unusually intellectual concepts. And while the songs tend toward the self-indulgent (bringing the album to nearly 70 minutes), the writing is always solid and the message always enlightening.

Final Score ●●●●

ZEN GUERRILLA
Trance States in Tongues

Trance States in Tongues
Zen Guerrilla

Sub Pop

Zen Guerrilla's latest release is a characteristically gritty Sup Pop experiment in blues-meets-gospel-meets-ZZ Top. Howling blues vocals are seated in a wash of big guitar sounds saturated in reverb; the occasional harmonica pierces the musical miasma, but the arrangements allow few other points of reference. That's the problem, really. While *Trance States in Tongues* is full of vintage American sounds, few features stand out (one notable exception being the epic-sounding "Moonage Daydream"). It's a solid-sounding album—the problem is that it's utterly forgettable.

Final Score ●●◖

DATA STREAM

More Ray

Good news shooter fans: Working Designs will be releasing the sequel to RayStorm in the U.S. under its Spaz label. Titled RayCrisis, the PlayStation game is expected to hit stores sometime this fall.

Gotta Getaway

Rockstar has decided to change the name of its PlayStation2 action/racing game Getaway to Smuggler's Run. The name was apparently too similar to the U.K. PS2 racing game The Getaway (which we ran first shots of last month).

Pirates on the horizon

Westwood, the development house behind the popular Command & Conquer series, is currently hard at work on a PlayStation2 game named of Pirates of Skull Cove. Expect this one to release sometime in 2001.

PlayStation2 ThemePark

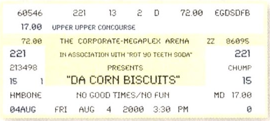
Hoping that you'll be able to get your hands on a sim game for the PlayStation2 when it releases later this year? Electronic Arts has you covered. EA's Bullfrog Productions division is developing SimTheme Park for the PS2 and intends to have it ready for this fall.

Street Fighter upgraded

Capcom told us that with the extra months it has before the PS2 launches in North America it will improve Street Fighter EX3 for its U.S. release. Expect the problems like slowdown that plagued the Japanese original to be cleared up in time for the game's October release.

What can you get for under $10?

a)



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Tokens 20
Generators 8
Tokens 20
Generators 8

- 23 mission battle **arenas.**
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- **Head-to-head** 2 player split screen **combat.**
- Dozens of power-ups including **invulnerability,** invisibility, **double damage,** guided missile jammers, nitro boosts...
- An arsenal of **destructive** weaponry including **shield-draining** bombs, energy **mega-bolts,** corrosive gas bombs and mini-thermonuclear **warheads.**

DARKSTONE

DEFEAT THE ULTIMATE EVIL IN THE ULTIMATE QUEST

The world is living under the dark shadow of a nefarious dragon. Villagers are turning to stone. Armies of skeletons, swarms of wasps, and lumbering ogres lurk everywhere. Evil is spreading like a plague. And only you can stop it. Scattered across the kingdom are seven ancient magic crystals that together invoke the power of the Orb. Without it, you have no hope of defeating your fire-breathing nemesis. As a knight, monk, thief or sorcerer you will creep through dungeons and castles, explore wilderness and glades, and encounter traps, curses, and puzzles on your quest to unearth the crystals.

PlayStation
DARKSTONE
TEEN
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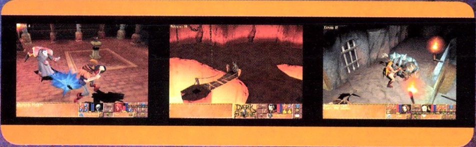
July 2000



- 32 levels of closed environments and huge open spaces – **dungeons,** castles, **caves,** glades and villages.
- More than 200 **enemies** and interactive characters.
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SPEC OPS: Stealth Patrol

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SPEC OPS:
STEALTH PATROL
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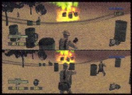
April 2000



- Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful** terrorist units.
- **Fight** against time and huge **enemy forces** in global **terrorist hotspots.**
- An **arsenal** to choose from including **night-vision** goggles, **sniper** rifles, machine guns, **tripwire** mines, grenades, shotguns, and more.
- **Two player** split-screen battle mode.
- Lead your team with **guns blazing** or silently under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

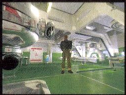
MARTIAN GOTHIC

EXPLORE THE DARKSIDE OF THE PLANET.

Year 2018. On Vita 1, a base constructed on the face of Mars, man searches for evidence of bacterial life beneath the frozen surface. During the excavation, a giant sarcophagus opens into a vast and ancient necropolis. Soon after, all communication with Mars ends.
Reason for breakdown of transmission: unknown.
Fate of Vita 1 base: unknown.

PlayStation
MARTIAN GOTHIC
RP

May 2000



- Through the complex, layered plot **follow** three investigators sent by Earth Control to **assess** the situation on Vita 1.
- Dozens of **treacherous** subterranean city caverns to **explore.**
- **Non-linear** puzzle structures **challenge** you at every turn.
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We're Game, Are You?

Here's what a couple who play video games have to say

Gaming has definitely gone mainstream. Want proof? How about a recent *Reuters* survey, which found that 59 percent of respondents play home console and PC games. Many of those folks even said video games are their primary form of entertainment. We here at *OPM* want to do our part to help grow the community of gamers, to introduce our readers to gamers much like yourselves. Every issue we plan to highlight a couple who plays games together. Say hello to Wanessa, 24, and her boyfriend Matt, 24, of Wheaton, Ill. The two of them have played video games all their lives, but now are only into PlayStation. Here's what they had to say on a variety of topics.

Wanessa's Favorite Games
Tekken 3
Duke Nukem
Twisted Metal 2
PaRappa the Rapper
Tetris

Matt's Favorite Games
Resident Evil
Syphon Filter
Metal Gear
Tekken 3
PaRappa the Rapper

Games they want to buy
Jedi Power Battles, Tony Hawk's Pro Skater, Alien Resurrection, Star Trek Invasion, Nightmare Creatures 2, Galerians, Syphon Filter 2

What video game character would your mate be?

Matt: Lara Croft

Wanessa: Hmmm...who would you be. There aren't many tall, skinny Jewish guy video game characters. If I could be anybody I would want to be that PaRappa the Rapper guy. He's got a great outfit. Hey, wait—there's that one chick who kicks a pile of ass in Tekken 3, Nina. If I could be anyone, I would be her.

Do games make people violent?

Matt: I don't think games make you violent, but they definitely desensitize you.

Wanessa: Really, you think so?

Matt: Oh yeah...

Wanessa: Not me.

Matt: Games, TV, movies

Wanessa: Yeah, TV and movies maybe, but not video games. Well I don't know. We will be playing for awhile and I will get the urge to hit you and I actually will (laughs). So maybe a little bit.

Matt: Here, look at this game, from the makers of Thrill Kill.

Wanessa: Ohhh, that guy has no arms. He ripped that guy's arms off and is beating the other guy in the head with it.

Matt: Now tell me that it doesn't desensitize you. I'm sorry, but games like this are a little extreme and I'm one of the most liberal people you'll ever meet.

Wanessa: Sure, if I had a teenage boy I wouldn't want him playing this, but I still would play a game like this all the time.

Matt: What?! A game where you could take people's arms off and...

Wanessa: ...and beat 'em with it? Sure! I wouldn't give it to a room full of sixth-grade boys, though.

Matt: Yeah, exactly. How do they regulate games like this so they don't get in the hands of minors? The technology has advanced so much and it's so real looking. Some people aren't ready and shouldn't see this kind of stuff. These days kids can wander into a mall and buy any kind of game they want, yet kids can't get into an R-rated movie.

Do you game together or alone?

Matt: We usually play our games together. It's more fun. That way I can kick her butt and...

Wanessa: You're full of it...The only reason he can is because he literally spent two days, 48 hours straight, trying to figure out Tekken 3. It's the only reason he thinks he can kick my butt on anything. He won't play me unless he has been practicing.

Matt: No, no, that's not true.

Wanessa: Oh, come on. It IS true. But he is way better at the games where you have to seriously think, like Syphon Filter. Whereas, I'm like, "OK, it's time to either race or shoot." Give me those.

Matt: We don't do sports games.

On women Video Game Characters

Matt: All the characters have gigantic jugs and...

Wanessa: Yeah, but what do 13-year-old boys want to do? They want to play video games and look at girls with big jugs.

Matt: ...they are perfectly round...

Wanessa: ...and they shoot out at a 90-degree angle.

DATA STREAM

DOA2: Platinum

Tecmo has told us that it won't release the PS2 version of Dead or Alive 2 in the U.S. Instead, the company is working DOA2: Platinum, a greatly enhanced version of DOA2 that will feature new characters and stages. The game should hit stores sometime around the U.S. PS2 launch.

Midway teams with Psygnosis

Midway has acquired the publishing rights to eight upcoming Psygnosis PlayStation games, including Colony Wars: Red Sun, Rollcage Stage II, Destruction Derby Raw, Formula One 2000, and In Cold Blood. All eight will be released by year's end.

New Monster Rancher

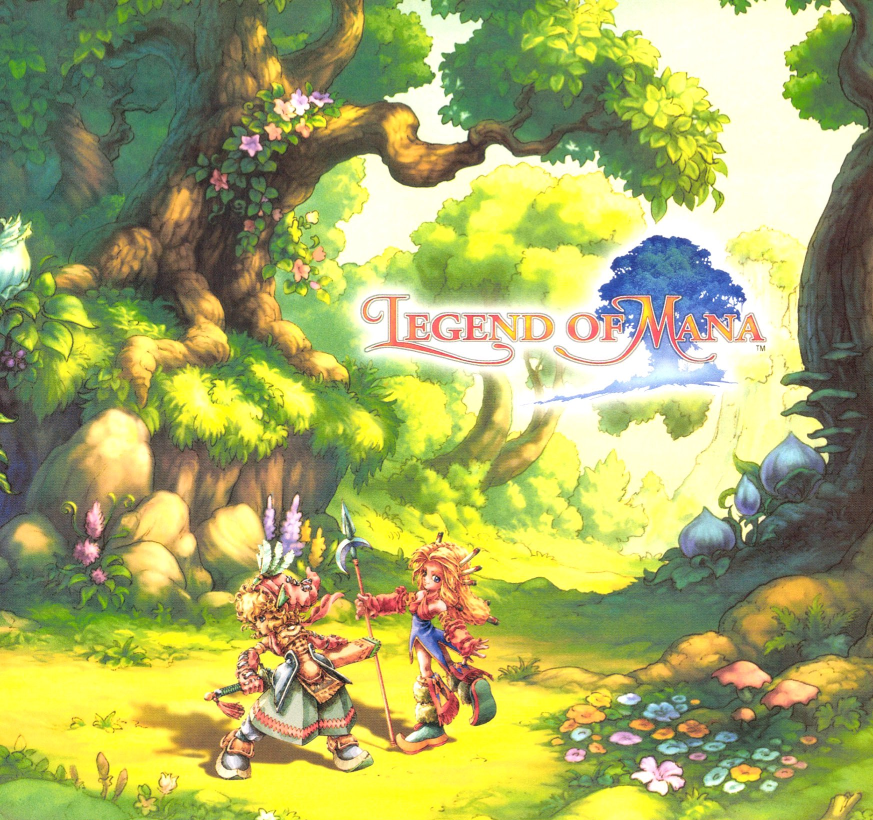
Monster Rancher 3 is in development for the PlayStation2. Tecmo is currently working on the game in Japan, and intends to have it ready for release in North America sometime next year.

E.T. comes home after 20 years

Everyone's favorite extraterrestrial will soon be making his way back onto the console scene. NewKidCo recently announced that it has scored the license to deliver new games based on the E.T. license for the PlayStation and PlayStation2 platforms. No development has actually begun yet, but according to the company, we should see the first E.T. games appearing in 2001. Let's hope these new titles fare better than E.T.'s Atari 2600 iteration. For those of you who don't know the story, E.T. for the Atari 2600 was released in 1982 and was so bad that millions of unsold cartridges were buried in a New Mexico landfill. Seriously. Not surprising, since the game was developed in only six weeks.

WE WANT YOU!

If you play PlayStation games with your sweetie, we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. Include lots of photos as well as your phone number so we can give you a buzz. If you're lucky you may find your ugly mugs and gaming story in our magazine. Please send only duplicate photos, as materials cannot be returned due to the volume of letters we get. Send stuff to *OPM* Couples, C/O Ziff Davis Publishing, PO Box 3338, Oak Brook, IL 60523.



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Suggestive Themes

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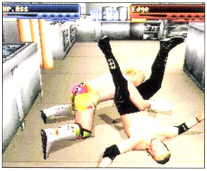
PlayStation

TOP 20

	Last Month	Title / Publisher	Rating
1	1	WWF SmackDown! *THQ*	●●●●◖
2	—	Syphon Filter 2 989 Studios	●●●◖
3	—	Jedi Power Battles *LucasArts Entertainment*	●●◖
4	—	Triple Play 2001 *Electronic Arts*	●●●●●
5	—	Syphon Filter *989 Studios*	●●●●
6	3	Tony Hawk's Pro Skater *Activision*	●●●●◖
7	—	MLB 2001 *989 Studios*	●●●
8	—	Army Men 3D *3DO*	●●●
9	2	Gran Turismo 2 *Sony CEA*	●●●●●
10	6	Spyro the Dragon *Sony CEA*	●●●●
11	14	Namco Museum Vol. 1 *Namco*	●●●◖
12	10	Namco Museum Vol. 3 *Namco*	●●●◖
13	9	Gran Turismo *Sony CEA*	●●●●●
14	13	Crash Bandicoot: WARPED *Sony CEA*	●●●●●
15	—	Need For Speed: High Stakes *Electronic Arts*	●●●●◖
16	11	Tetris Plus *Jaleco*	●●●◖
17	—	Metal Gear Solid *Konami*	●●●●●
18	—	Gauntlet Legends *Midway*	●●◖
19	4	Dukes of Hazzard *Southpeak Interactive*	●◖
20	15	NBA Live 2000 *Electronic Arts*	●●●●◖

Source: NPD TRSTS Video Games Service, mid-April 2000. Call them at 516.625.2345 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.



1 WWF SmackDown!

Last Month: 1 *THQ* ●●●●◖

Wrestling's outlandish popularity spans well beyond the folks that plop down in front of their televisions during the week to view WWF Raw, SmackDown! and Heat. It's even bigger than the fanboys who wear those newfangled XFL shirts (what does the "X" stand for anyway?). But THQ's SmackDown! isn't popular just because it's wrestling. This game is pretty awesome, featuring the best talent in wrestling. (Does the WCW still exist?) If you want to layeth the smacketh down, this is the place. All kinds of trademark moves makes it a special game.

Want to know a secret? The absence of Kurt Angle and Tazz will soon be resolved. At E3 we saw an exclusive video of SmackDown! 2, and both of those guys were in there. Other cool things we saw were the Dudley Death Drop and a ladder in the middle of the ring. It was only 10 percent complete, but what was missing from the first game has been promised in the second. Vince McMahon'll have another top seller on his hands.

2 Syphon Filter 2

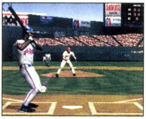
Last Month: — *989 Studios* ●●●◖

We loved the first Syphon Filter, which led us to expect so much more from the sequel. Too bad all the creative energy was poured into those hilarious commercials, rather than in the level design. Not a bad game, but definitely uninspired. Of course, Gabe can always redeem himself if he appears on the PlayStation2...

3 Star Wars Episode I: Jedi Power Battles

Last Month: — *LucasArts* ●●◖

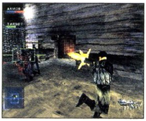
This game is perfectly...average. Anyone with a lightsaber fetish (and there are plenty of you) is to blame for pushing this game to No. 3. Please, LucasArts—no more mediocre Star Wars games!



4 Triple Play 2001

Last Month: — *EA Sports* ●●●●●

If you like 11-8 ballgames, then you too can enjoy Triple Play 2001's slug-it-out style of hardball. Somewhere along the way EA Sports gave up on realism and got home run happy. Still, it's one of the deepest, most accessible and best-looking baseball games out there.



5 Syphon Filter

Last Month: — *989 Studios* ●●●●

Here's a quick tip: If you don't already own either Syphon Filter, you can save yourself about twenty smackers by picking up this Greatest Hit. And guess what? You'll get the same quality game (some even think it's better than the follow-up) for half the price.

OPM's Most Wanted PS2 Games

1	Metal Gear Solid 2	*Konami*
2	Dark Cloud	*Squaresoft*
3	Madden NFL 2001	*EA Sports*
4	Munch's Oddysee	*Infogrames*
5	Timesplitters	*Eidos*
6	FIFA Soccer W.C.	*EA Sports*
7	Gran Turismo 2000	*Sony CEA*
8	ESPN Int'l Track & Field	*Konami*
9	Star Wars: Starfighter	*LucasArts*
10	Onimusha	*Capcom*

OPM's Most Wanted PS Games

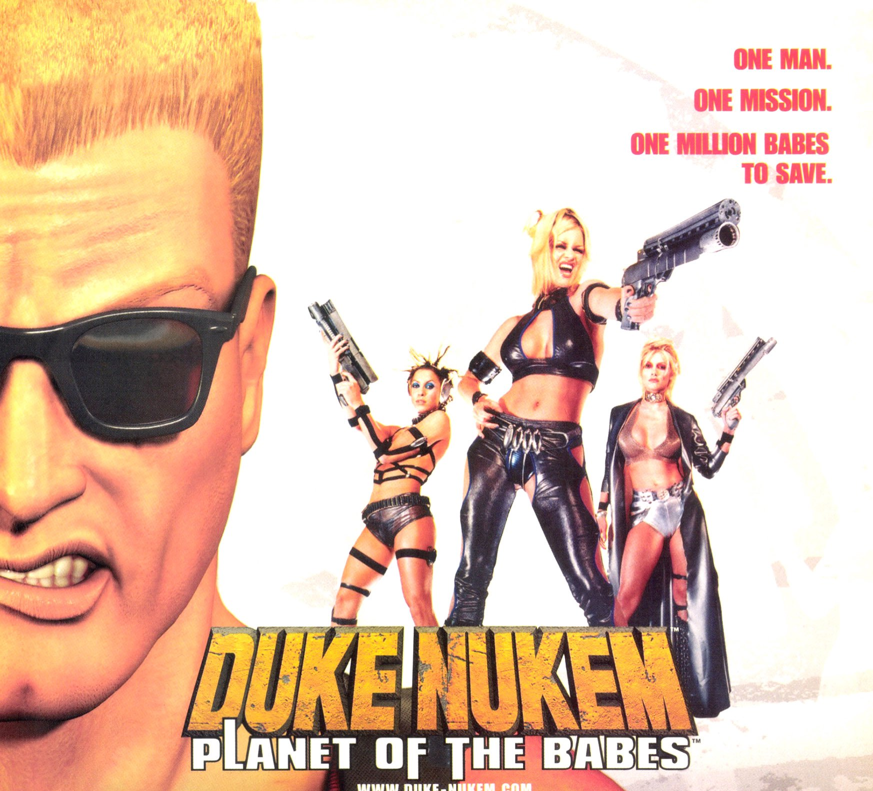
1	Tony Hawk 2	*Activision*
2	Spider-Man	*Activision*
3	Final Fantasy IX	*Squaresoft*
4	Dino Crisis 2	*Capcom*
5	Fear Effect: Retro Helix	*Eidos*
6	Alone in the Dark 2	*Infogrames*
7	Chrono Cross	*Squaresoft*
8	Crash Bash	*Sony CEA*
9	MoH Underground	*EA*
10	Who Wants/Millionaire	*Sony CEA*

Japan's Top 10 PS and PS2 Games

1	Ridge Racer V	*Namco*
2	Tekken Tag Tournament	*Namco*
3	Dead or Alive 2	*Tecmo*
4	Kessen	*Koei*
5	World Stadium 4	*Namco*
6	Fantavision	*Sony CEI*
7	Driving Emotion Type-S	*Square*
8	Gradius III & IV	*Konami*
9	Dancing Stage	*Konami*
10	Rockman Dash 2	*Capcom*

U.K.'s Top 10 PlayStation Games

1	WWF SmackDown!	*THQ*
2	Jedi Power Battles	*LucasArts*
3	Syphon Filter 2	*Sony CE*
4	MediEvil 2	*Sony CE*
5	Euro 2000	*EA*
6	F1 2000	*EA*
7	Rayman	*Ubi Soft*
8	Tomb Raider III	*Eidos*
9	Premier Manager 2000	*Infogrames*
10	Gran Turismo 2	*Sony CE*



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Animated Violence
Animated Blood and Gore
Strong Sexual Context

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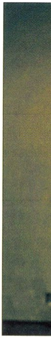
Coming Soon

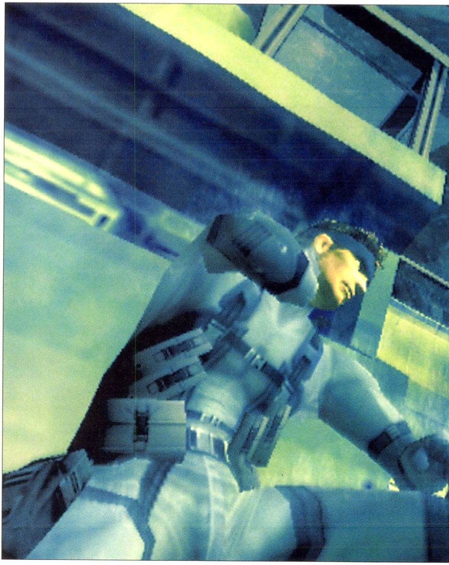
June		
Blaster Master: Blasting Again	Sunsoft	Action
Caesars Palace 2000	Interplay	Misc.
Countdown Vampires	Bandai	Adventure
Duke Nukem: Planet of Babes	GT Interactive	Adventure
Hogs of War	Infogrames	Strategy
Koudelka	Infogrames	RPG
Legend of Mana	Square	RPG
Micro Maniacs	Codemasters	Racing
Mortal Kombat: Special Forces	Midway	Action
N.GEN Racing	Infogrames	Racing
Rampage Through Time	Midway	Action
Reel Fishing II	Infogrames	Sports
Test Drive Cycles	Infogrames	Racing
The Legend of Dragoon	Sony CEA	RPG
Who Wants to Be a Millionaire	Sony CEA	Misc.
Worms Pinball	Infogrames	Misc.
July		
Danger Girl	THQ	Adventure
Darkstone	Take-Two	RPG
Disney's Dinosaur	Ubi Soft	Adventure
Harvest Moon: Back to Nature	Natsume	RPG
Jeremy McGrath 2000	Acclaim	Racing
Peter Jacobsen's Golden Tee	WizardWorks	Sports
RPG Maker	Agetec	RPG
Speedball 2100	Empire	Sports
Surf Riders	Ubi Soft	Sports
Threads of Fate	Square	RPG
X-Men: Mutant Academy	Activision	Fighting
August		
Aladdin in Nasira's Revenge	Sony CEA	Action
Animorphs: Shattered Reality	Infogrames	Action
Chrono Cross	Square	RPG
ECW Anarchy Rulz	Acclaim	Action
Jeff Gordon XS Racing	Am. Softworks	Racing
LEGO Rock Raiders	LEGO Media	Adventure
NCAA GameBreaker 2001	Sony CEA	Sports
NFL GameDay 2001	Sony CEA	Sports
Re-Volt 2: Pocket Rockets	Acclaim	Racing
Spider-Man	Activision	Action
Star Trek Invasion	Activision	Action
Sydney 2000	Eidos	Sports
Team Buddies	Midway	Action
Tenchu 2	Activision	Adventure
Tony Hawk's Pro Skater 2	Activision	Sports
Vanishing Point	Acclaim	Racing
WTC, World Racing Champ.	Codemasters	Racing
September		
Breakout	Hasbro	Action
Breath of Fire IV	Capcom	RPG
Destruction Derby Raw	Midway	Action
Frogger 2	Hasbro	Action
Galaga	Hasbro	Action
Mega Man Legends 2	Capcom	Action
Mike Tyson Boxing	Codemasters	Sports
NFL Blitz 2001	Midway	Sports
Parasite Eve II	Square	Adventure
Rayman 2: The Great Escape	Ubi Soft	Action

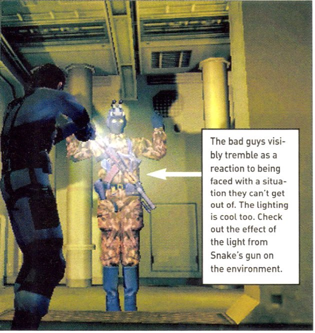
Metal Gear Solid 2: Sons of Liberty

You won't believe your eyes

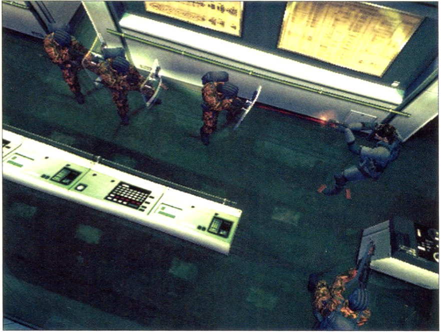
Konami revealed Metal Gear Solid 2: Sons of Liberty to a relatively small group of journalists in a screening room in Universal City the day before E3. To say that the crowd was excited would be an understatement. By the time the nine-minute presentation had ended you could feel the charge of emotion in the room. "It was like the first time I saw the trailer to *Phantom Menace*," one attendee gushed. "I felt like I was welling up toward the end there." Hideo Kojima really has outdone himself this time. When he revealed in the press conference after the presentation that all of the footage in the demonstration was actual gameplay, many found it hard to believe. "It's spoiled E3 for me already," we overheard one spectator say. "I might as well go home because I've seen the best thing I'm going to see now." It really is that good. Kojima and his team at **KCEJ** have captured the spirit of the last game and brought it all up to date with visuals that look better than the majority of cut-scenes. Everything you see in these screenshots is generated in real-time, and when you see it moving you'll think it's a movie. The animation is wonderfully lifelike, the effects are spectacular, and the camera-work is amazingly natural and fluid as it cuts to the best location from which to view the action. The demo was thorough, showing how Snake and his AI opponents can now use light and shadow to keep an eye on each other as they sneak around. And the huge gunfights and boss battles are simply spectacular (just check out the "new" Metal Gear below). Konami will release MGS2 next **fall.**

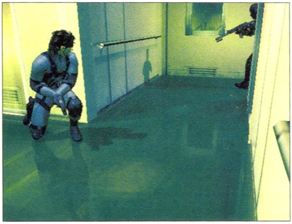


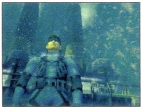


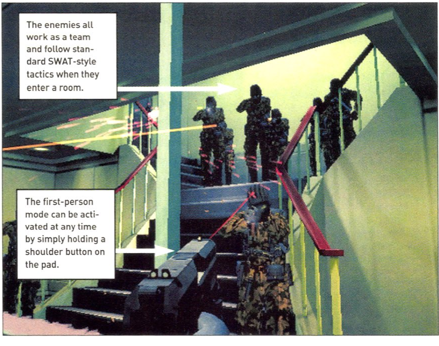


The bad guys visibly tremble as a reaction to being faced with a situation they can't get out of. The lighting is cool too. Check out the effect of the light from Snake's gun on the environment.







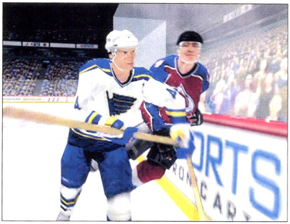


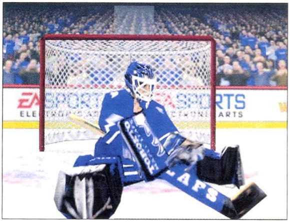
The enemies all work as a team and follow standard SWAT-style tactics when they enter a room.

The first-person mode can be activated at any time by simply holding a shoulder button on the pad.

NHL 2001

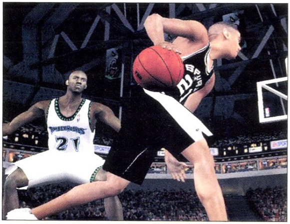
We're not sure why **EA Sports** is leaving Career Mode out of the PS2 version of NHL 2001, but we're a tad disappointed. However, any letdown we may feel now will certainly be overturned by the game's awesome graphic realism. Will NHL 2001 still lean toward arcade-style hockey? Or will there be a return to more simulation pastures? We're hoping for the latter and can't wait to find out this **fall**.





NBA Live 2001

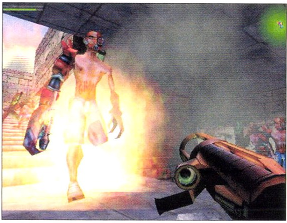
Yowser! Yeah, this screenshot for **EA Sports'** NBA Live 2001 of KG guarding Tim Duncan in full polygonal beauty is way impressive. One cool thing about the game is a new rewards system, enabling players to earn extras by succeeding in certain gameplay challenges. Some rewards might include championship teams, new Create-A-Player features or player rating bonuses.

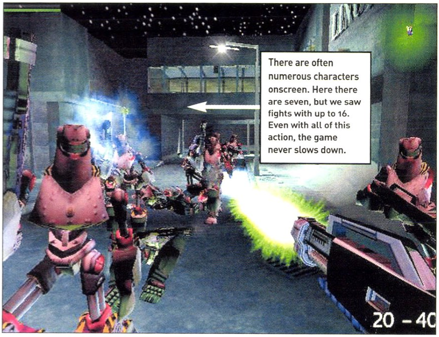


Timesplitters

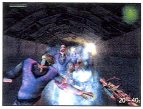
From the people who brought you GoldenEye 007

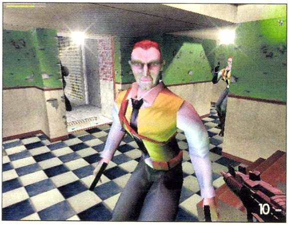
Timesplitters is something you should be getting very excited about. Developed by **Free Radical Design** for **Eidos,** it is being pieced together by a gang of ex-Rare studio members, the bulk of whom were responsible for the excellent GoldenEye 007 on the N64. Timesplitters features old-school, simple objective-based missions with plenty of shooting and takes place over a 100-year time period from the early '20s to the near future. Watch for adventurers, '70s cops, SWAT guys, zombies and more. The game also features the coolest level editor ever!





There are often numerous characters onscreen. Here there are seven, but we saw fights with up to 16. Even with all of this action, the game never slows down.





BANDAI
PlayStation
CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.
DIGITAL DIGIMON MONSTERS
DIGIMON WORLD

If you're going to try playing Digimon World, you'd better make sure you're wearing two pairs of underpants. See, some of these Digimon are so vicious and twisted they were actually banned from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.

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RATING PENDING
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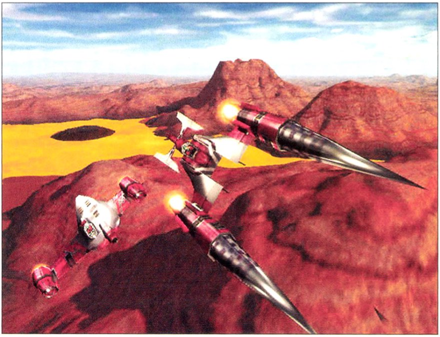
Star Wars: Episode I Starfighter

The Force returns to LucasArts

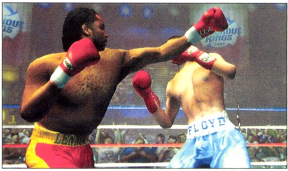
"I am *very* proud of this game," Reeve Thompson, **LucasArts**' production manager, told us at an E3 demonstration of Starfighter. And from what we saw, his enthusiasm is entirely justified.

Through the eyes of three different Naboo pilots (trust us, you haven't heard of them), you'll experience the events of *The Phantom Menace*'s timeline from early battles with the Trade Federation on your home planet to the climactic assault on the Droid Control Ship. The action in some ways combines elements of the PC's X-Wing series and the N64's hit Rogue Squadron, with 14 dogfighting environments of air and space combat. Man your craft in **October**.



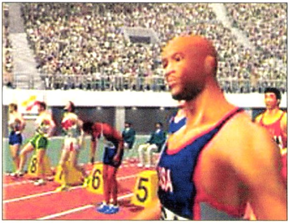
Knockout Kings 2001

Though it's still a ways off, Knockout Kings 2001 is already shaping up to be the best-looking boxing game ever. At an E3 demonstration, **EA Sports** showed us a model of Lennox Lewis that was accurate down to the placement of his chest hairs. Besides looking nice, the game's new "Dynamic Punch Control" system allows you to control every punch in a combination, leading to limitless new punch combos.



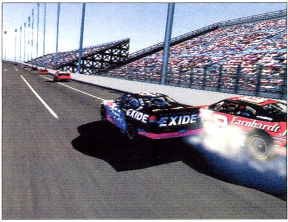
ESPN International Track & Field

If there was one PS2 sports game that pleasantly surprised us at E3, this is it. Imagine the old PlayStation game but with visuals that are so realistic it's almost eerie in places. With events that include typical track events along with swimming, **Konami**'s new game really brings the old-school series kicking and screaming into the 21st century. Right now it looks like we could see the game at launch in **October.** It's certainly worth checking out.



NASCAR 2001

Though known as the "Great American Race," the Daytona 500 has been noticeably absent from every EA NASCAR title since the series' inception—until now. NASCAR 2001 on the PS and PS2 will mark the first time Sony gamers can run this historic race. Besides that, **EA Sports** is making a lot of noise about the fact that the latest NASCAR game isn't just another yearly update—this time it's been redesigned from the ground up.



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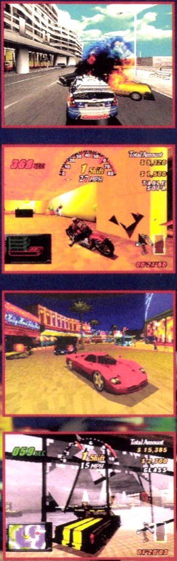
Tune up and test drive **thirty-one vehicles** to leave your **enemies** in the dust! **Change vehicles** and use e-mail tips to gain any advantage possible.

Thirteen adrenaline-packed **missions** require superior intelligence.



360 SEC
1 Shift
27 MPH
Total Amount
$ 5,320
$ 1,500
TABLE SOFA
059 SEC
1 Shift
15 MPH
Total Amount
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TEEN
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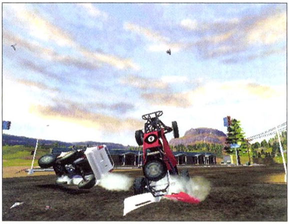
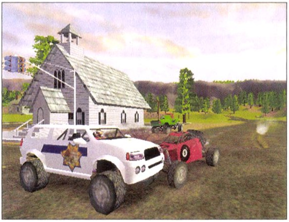
Smuggler's Run

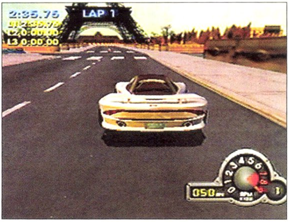
Though Oni and Midnight Club might look nice (see last month's issue), **Rockstar**'s most promising PS2 effort thus far is easily Smuggler's Run. Besides its great look, the title—billed as "a new dynamic in driving games" by Sam Houser, Rockstar's president—also features tight controls and pleasantly exaggerated physics. As an outlaw it's up to you to smuggle "morally questionable material" across four worldwide locales, avoiding cops and rivals all the while.





Street Lethal

Activision's first PS2 racing title seats you behind the wheel of next-generation concept cars as you zoom your way through 10 cities such as Paris and London. In addition to your standard unlockables, you can also customize your own vehicle. So, why the decision to go with concept cars and not utilize a big-name license? "Because concept cars are cool," stated an Activision E3 representative. Could you possibly need a better explanation?

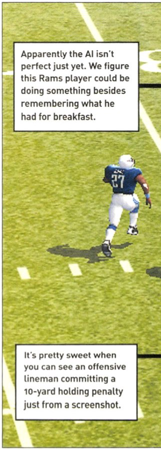


Madden NFL 2001

Building on the best football game ever

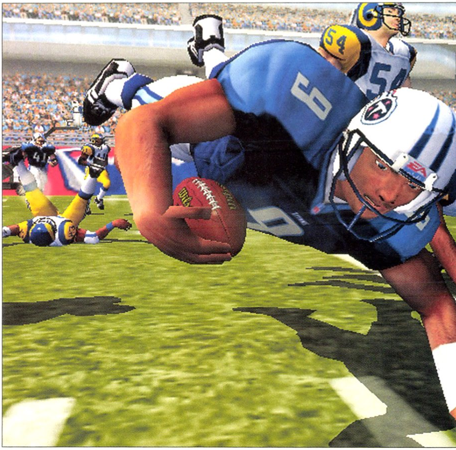
What's the only way to make the best football game even better? Awesome graphics—and plenty of them. **EA Sports'** Madden 2001 brings back the legendary gameplay that's made the series the cornerstone of console football. But now, with the ramped-up graphical capabilities of the PS2, they've decided to pay strict attention to aesthetic detail. New this year, you'll be seeing player-specific wristbands, visors, facemasks, turf tape and elbow pads. You'll even notice the reflection of the stadium in the shiny surface of the players' helmets. It really is pretty frickin' incredible. But wait until you see it moving... Wow!

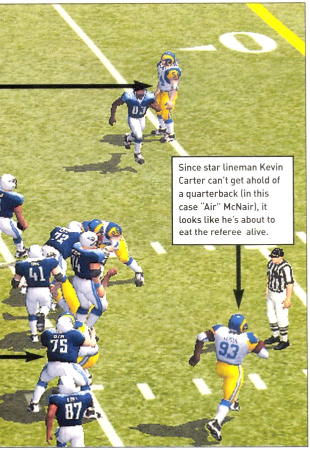
Also, for the first time ever in video game football, Madden NFL 2001 incorporates coaches into the mix with the exclusive NFL Coaches Club license. Now seen roaming the sidelines, they'll provide unique strategies for each team. You'll even hear the sideline generals shout encouragement when players make brilliant tackles, likewise taking the opposite tone for lunkhead mistakes. Madden 2001 is expected to release at launch on **October 26**.



Apparently the AI isn't perfect just yet. We figure this Rams player could be doing something besides remembering what he had for breakfast.

It's pretty sweet when you can see an offensive lineman committing a 10-yard holding penalty just from a screenshot.

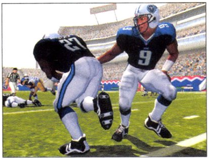


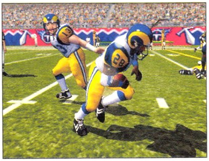


Since star lineman Kevin Carter can't get ahold of a quarterback (in this case "Air" McNair), it looks like he's about to eat the referee alive.

Running Away

When Dreamcast's NFL2K hit store shelves, people went nuts. After all, the player models looked as close to the real thing as gamers had ever seen. Still, the run game left a lot to be desired in Sega's masterpiece. The ground game in Madden 2000 was one of the main reasons for its success. Let's hope they keep it up.





FIFA Soccer World Championship

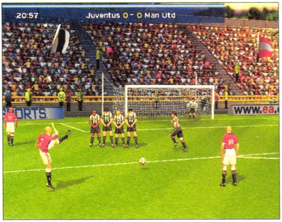
A new FIFA? Or an old one in fancy new clothes?

"FIFA Soccer World Championship is a perfect marriage of stunning graphics, silky smooth animation and refined gameplay in an emotionally evocative environment," FIFA Soccer Executive Producer Marc Aubanel enthused recently. Much is being made of FIFA's new features, from beautifully rendered stadiums, to players showing facial expressions and watching the position of the ball, to little cut-scenes at important points in the game. It all looks beautiful and, from the brief time we spent with it at E3, appears to play like a dream. It's surprising that one of the first sports games for the system is soccer...but that's no doubt a testament to how popular the sport has become in the U.S. By the time you read this, the Japanese version of the game should be available on import. If you really can't wait, check it out. Pretty much every major soccer league in the world is featured (including MLS), so you'll be able to play as someone you've heard of. Expect to see **EA Sports** release this as one of its PlayStation2 launch games on **October 26**.

Not In The U.S.

Soccer fans may be interested to learn of some games that you *won't* be seeing in the U.S. this year. First up is the excellent FA Premier League Football Manager 2000, a management sim built around the British Premier League. The second is a variant of FIFA based on the Euro 2000 tournament set to be held in the Netherlands and Belgium this June. Both are currently PAL-only games for PlayStation, so if you import them they won't work on an NTSC system.

Check out www.easports.com for more info.

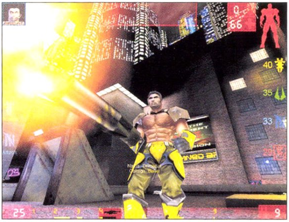


EA SPORTS
THE F.A. PREMIER LEAGUE
FOOTBALL MANAGER 2000

UEFA
EURO 2000
Official Licensed Product

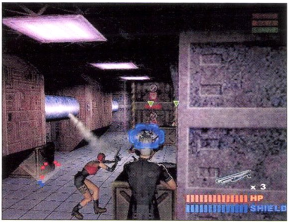
Unreal Tournament

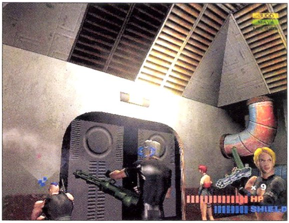
Currently dominating the screens of PC gamers, **GT Interactive**'s Unreal Tournament lands on the PS2 **late this year**. Guide a team of bots through over 50 first-person levels using 10 different high-powered weapons, including a rocket launcher, bio rifle and pulse blaster. New to the PS2 version will be a split-screen multiplayer mode, along with new and enhanced single-player levels.



X Squad

Boasting itself as the PS2's first-ever squad-based 3D action-shooter, **EA Games**' X Squad forces you as a squad leader to command your three subordinates against a legion of bio-terrorists through cityscapes, subways, dark sewers and a variety of other locations. Just like real people, though, your teammates—each specializing in skills like sniping and demolitions—will occasionally disrespect you or even disregard your orders. Look for X Squad to hit shelves this **fall**.



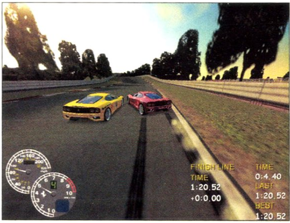


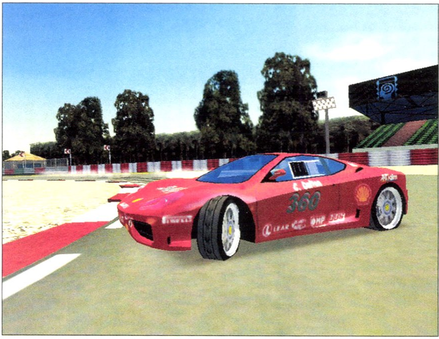
Ferrari F360 Challenge

Acclaim brings us the most desirable car ever

Those of you who have played Sega's awesome arcade game F355 Challenge will be thrilled to discover that **Acclaim** has taken the same basic concept and signed up the beautiful F360 Modena for inclusion.

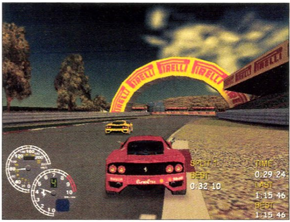
Initially, racing only one kind of car seems a bit limited, but when it's something as gorgeous as Ferrari's latest baby, how can you possibly complain? Still early in development, the game is exhibiting some glorious qualities. These screenshots look fine...but you haven't seen it in motion! The lighting, the effects, the speed... Oooh. Watch for it **by early next year**.





The Real Thing

Blending power and beauty into one four-wheeled package, the F360 Modena made its U.S. debut in July 1999 when it replaced the F355. Launching from 0-60 in 4.5 seconds with a top speed of 173mph (limited—it can go faster), it truly is something to lust after.



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TEEN T
CONTENT RATED BY ESRB
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MIDWAY

- All new level and character artwork!

- 3-player simultaneous destruction!

- 20 mini-games with familiar themes!

Everyone's favorite city-stompers are back and no civilization is safe while they *Rampage Through Time*!

TEEN T CONTENT RATED BY ESRB Comic Mischief

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MORTAL KOMBAT
SPECIAL FORCES
RATING PENDING RP
CONTENT RATED BY ESRB
SLUS-00824
MIDWAY

- Rich fighting system with basic and special moves!

- Complex storyline featuring cinematic sequences!

- 3D levels for exploration and gameplay choices!

Action abounds in *Mortal Kombat Special Forces*, with one of the best fighting systems of any adventure game!

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PlayStation

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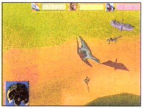
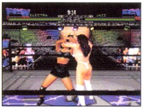
Disney's Dinosaur

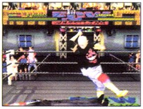
Can't get enough of those computer-generated dinosaurs and animals from May's Disney film? **Ubi Soft** might have the answer for you this **July**. As Aladar the iguanodon, Zini the lemur and Flia the pteradon, test your might against evil dinos and fulfill dangerous quests. Success earns you experience points which enable you to gain skills Within the game's 11 stages, you'll also see clips from the film itself.



ECW Anarchy Rulz

Acclaim promises in a press release that ECW Anarchy Rulz will take "video game wrestling to its apocalyptic extremes!" (By the way, that's their exclamation point—we're not nearly as excited as the punctuation would indicate.) Along with 60 wrestlers, new kinds of matches and 25 game modes, you get commentary from "The Quintessential Stud Muffin Joel Gertner." And if anything rulz, it's that stud Joel.





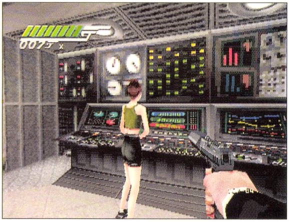
The World Is Not Enough

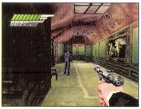
Finally, 007 stars in a PlayStation first-person shooter

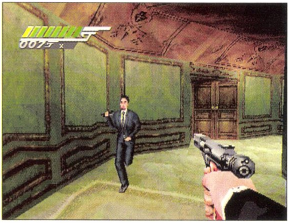
Let's face it. While the first PlayStation Bond game, Tomorrow Never Dies, was nothing to scoff at, the third-person adventure just didn't have the magic of GoldenEye 007. Seemingly cognizant of this fact, **EA Games** and developer **Black Ops** have opted to echo the N64 classic's first-person shooter gameplay for The World Is Not Enough—and we won't even have to wait till the next 007 movie debuts to play it!

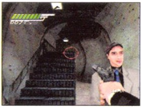
Coming in **late 2000** for PS (see sidebar for PS2 details), TWINE could be what N64-less Bond fans have been waiting for. The game features a precision targeting system ideal for aiming your Q-lab weapons and gadgets at the forces of Renard. Also dropping by are other friends and enemies from the MGM film (mmm... Denise Richards...) and a few new villains exclusive to the game. Helping to move the story along will be actual movie clips, and authentic sounds and dialogue help accentuate the realism.

Notably absent from TWINE at this time is the deathmatch, a mode many GoldenEye fans consider to be the highlight of the 1997 game. We can only hope that the feature is added by release time.



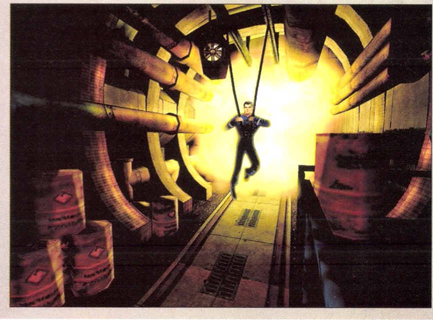


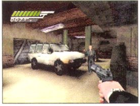


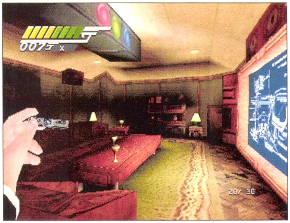


PS2 Bondage

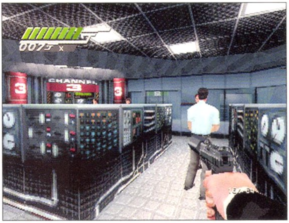
While its gameplay may closely resemble that of the PlayStation version, TWINE on PlayStation2 utilizes the Quake III Arena engine and will feature different level designs. Further, the game is being developed by EA itself, who showed us some of the title's early work behind closed doors at E3. And note that we use the word "early"—this one's still got a good ways to go. However, we were informed that PS2's TWINE will most certainly include a multiplayer deathmatch. You can rest assured that we'll have more for you as we get it. Until then, simply enjoy the screenshots to the right.

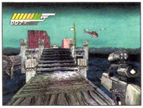


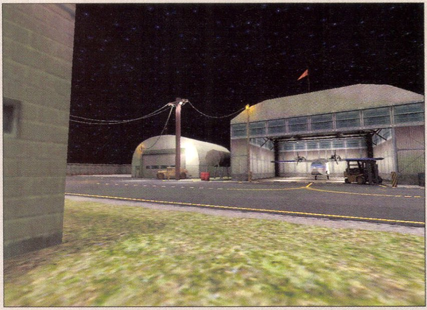




With TWINE, Black Ops claims to have developed a graphics engine that renders the richest, most highly detailed environments your PlayStation can handle. Judge for yourself with these exclusive screenshots.

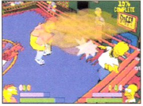


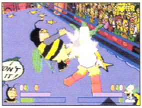




The Simpsons Wrestling

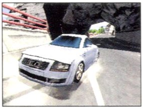
From what we saw on the E3 show floor, Simpsons Wrestling really captures the look and feel of the television show. The game features 22 characters, plenty of power-ups and more than 240 lines of verbal taunts. Plus, each character has his or her own special move, like Barney's Duff Cloud Burp. While the control was a bit gimpy in this early version, we're sure **Fox** will tighten it up before the game ships at the **end of the year**.

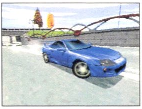




Vanishing Point

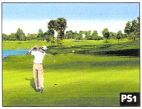
Acclaim and **Clockwork Games** should have the Gran Turismo-like Vanishing Point ready for release any day now. Featuring a large number of licensed vehicles—from classics, sports cars and SUVs to current teutonic desirables like the Audi TT (as seen in the screenshot)—the game looks like it's shaping up to be quite impressive. Vanishing Point also promises to combine realistic action with stunt-based driving. Hopefully we'll be bringing you a review next issue.

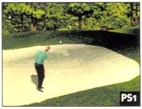


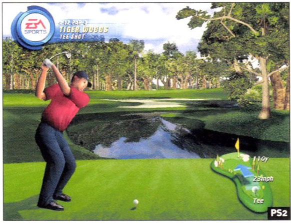


Tiger Woods PGA Tour 2001

This **fall**, **EA Sports** brings the PGA to Sony consoles once again, hoping to prove once and for all that golf isn't boring. Alongside Mr. Woods himself stand Mark O'Meara, Justin Leonard, Brad Faxon, Lee Janzen, Mark Calcavecchia, Stewart Cink, Robert Damron, Stuart Appleby and Steve Stricker—each of whom you can guide to a PGA Tour championship. You even have the ability to edit your own courses!







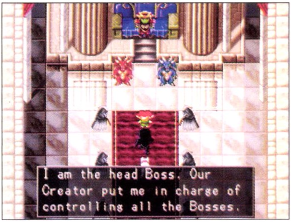
RPG Maker

The homespun RPG revolution begins here

Hardcore RPG fans have something to look forward to now that **Agetec** has confirmed its plans to publish RPG Maker in the U.S. this **July**. Not really a game in itself, RPG Maker allows would-be game designers to finally see their ideas take shape as a real role-playing adventure.

Almost everything an amateur producer could hope for is included: You can create your own playable characters, your own brand of baddies to menace them with, and even lay out a unique overworld complete with towns and dungeons. Detailed, complexly scripted sequences are possible with some patience and free time, and you have the power to control things as far down as the animation and effect of magic or special attacks. And if you don't like the included sprites, the packaged Anime Maker software (which supports the PlayStation Mouse) allows you to create your own.

With a DexDrive, you can even trade your saved creations over the Web and theoretically never want for a new quest again—unless of course the work of others sucks, in which case you can always exercise your creativity and offer up a new masterpiece.

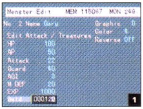


I am the head Boss. Our Creator put me in charge of controlling all the Bosses.

It's Alive!

To create your own monster, just follow these steps:

1. **Name the monster and set its stats with the cursor.**
2. **Set up to eight actions and how frequently the monster should use them.**
3. **Decide what kind of treasure the monster should drop and how often.**
4. **Assign a sprite to your monster and choose its colors. You're set!**



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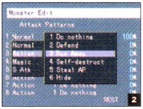

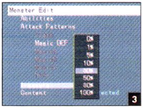

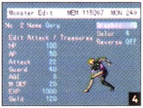

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AP 50
Attack 22
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AGI 3
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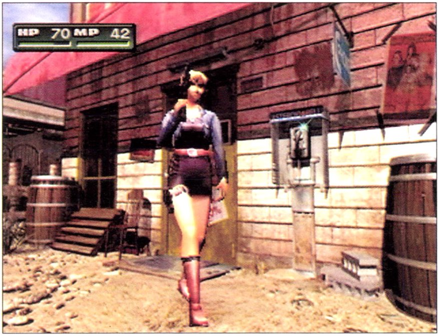
Parasite Eve II

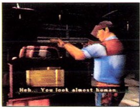
The mighty Mitochondria return

It is Sept. 4, 2000—almost three years since the events in the first Parasite Eve. The insidious, self-aware Mitochondria, thought to have been eradicated, have suddenly sprung back to life. Now Aya Brea must head to several cities on the West Coast to once again help save the human race from forced evolution. But different locations aren't the only new feature in this sequel to the spooky, cinematic RPG from **Square EA**: The battle system has been revamped as well, eliminating the time gauge for a more real-time experience. Visible onscreen enemies and looping full-motion video backgrounds round out the new features. Expect the game in **September**.



Off-Target?

One of the new features of PEII is the ability to manually aim Aya's weapons at objects in the environment, like exploding canisters, to help take out nasty enemies. Other notable new additions include alternate storylines, nonplayer characters who join Aya for a limited time, and lots more oversized (and appropriately overpowering) enemies. Plus, the varied settings of the West Cost locations really opens up the visual style, as you can see here.



Heh... You look almost human

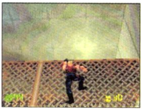
Duke Nukem: Planet of the Babes

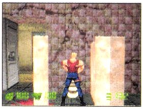
Only Duke can save the future

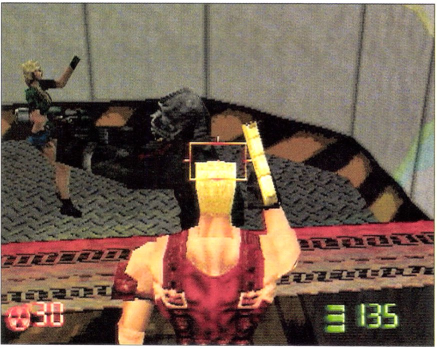
GT Interactive's sequel to Duke Nukem: A Time to Kill places everyone's favorite politically incorrect commando in yet another one of those perilous situations that he so revels. His assignment this time: Travel to the male-devoid future of Earth and assist the Unified Babe Resistance (no, we're not making this up) in its war against a hostile alien race.

Throughout the game's 16 levels of Tomb Raider-like play, Duke must use his vast arsenal to blast through hordes of giant gun-toting rats, mutant gorillas, hunter killer chicks, and those good ol' pig cops. An attack from these guys might mean a depletion of Duke's ego (who needs a health bar?), while innuendo-filled chats with babes—whose big guns come in handy when engaged against foes—can keep things looking up. Duke's adventure also requires him to swim, climb and hang from ceilings, and he'll need a brain as large as his biceps to overcome some of the puzzles in his way.

Despite a few current graphical glitches, Planet of the Babes' puzzles and overall lack of serious tone give it some potential. Hopefully everything can be cleaned up and perfected by the game's release **this month**.

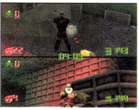


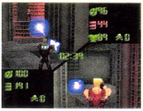


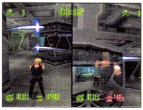


Dukin' It Out

What's a Duke Nukem game without a cool deathmatch mode? Planet of the Babes offers a great variety of ways to engage in such madness. Aside from six different expansive environments and five versions of Duke with which to fight, you can choose from three split-screen variations and between a third- or first-person perspective. Let's hope that Planet of the Babes will finally give us that definitive Duke experience on the PlayStation. It's about time.





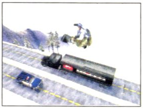


Final Fantasy IX

Square's final PlayStation outing for the classic Final Fantasy series is shaping up to be something pretty special. Returning to the series' routes of more "fantastical" elements, the new story deals with knights and wizards with pointy hats in a world of floating islands, airships and magic. Set to debut in Japan on July 19, the U.S. release looks likely to be sometime this **fall.** Artistically it's beautiful, and fans will be pleased to see Yoshitako Amano's work return after a two-game hiatus.

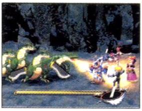
MTV Sports: Pure Ride

The next addition to **THQ**'s MTV Sports lineup is a revised version of the solid engine developed by Radical Entertainment (X Games Pro Boarder, MTV Sports: Snowboarding). This game continues the practice of offering huge, wide-open courses with multiple paths to the foot of the mountain. This version adds an expanded Create-a-Course option, a bunch of new tricks and, of course, brand-new courses—plus the expected licensed soundtrack.



Valkyrie Profile

Developed by **Tri-Ace**, Valkyrie Profile looks to be another innovative RPG from the makers of Star Ocean: The Second Story. The most notable feature is the combat system, which lets you simultaneously control all the characters in your party. This adds a nice dash of strategy to battles, as different combos have different effects depending on the enemies. **Enix** expects to release Valkyrie Profile in the **third quarter** this year.



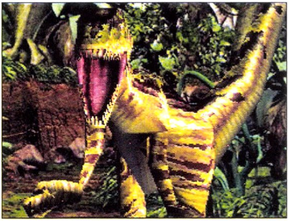
Dino Crisis 2

Welcome to the jungle, Regina—you're gonna die

Just call Regina the Ian Malcolm of video games. Like the scientist played by Jeff Goldbum in the *Jurassic Park* movies, she's about to engage in a fight for her life against prehistoric animals that died millions of years ago...for a second time.

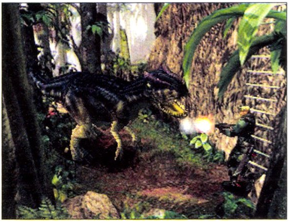
Following up on last year's Dino Crisis, **Capcom**'s sequel moves Regina and her new Special Forces associates to Edward City—at least what *used* to be Edward City. It seems that government researchers—a little too careless in advancing Dr. Kirk's Third Energy experiments—have managed to replace the burg with a prehistoric jungle...as well as all the living beings within. Now Regina's team, armed with new weapons custom-built for dinosaur annihilation, must rescue the staff and secure its research.

This time out, players will be able to control both the quick-and-agile Regina as well as another member of her team, Daryl, who prefers the use of brute force. Whenever you defeat a dino, you'll earn credits good toward the purchase of weapons and survival items. There are even a few mini-games and some underwater adventure as well. Dino Crisis 2 ships in **October**.



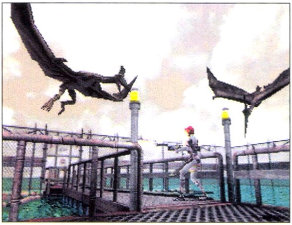
Backgrounds

For Dino Crisis 2, Capcom has made a departure from the original's 3D polygonal backgrounds, opting instead for prerendered ones. According to Capcom, this decision allows for faster-paced action and more detailed enemies in settings like jungles, fields, forests and docks. This return to the look of the first two Resident Evils might seem like a step backward, but who are we to criticize? The game still looks fantastic!



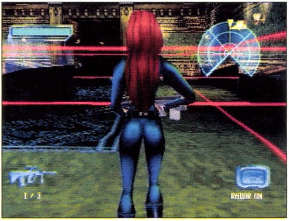
Wowed at E3

Sure, these screens look impressive for a PlayStation game—but just wait till you see Dino Crisis 2 in motion! At an E3 demonstration, our staff couldn't help but gawk at its incredible visuals. (Todd even believed it to be a PS2 game until a Capcom representative let the T-Rex out of the bag.) Yes, with all the new dinos and extra features (you can even carry two guns at once now!), Capcom might just be serving up another classic.



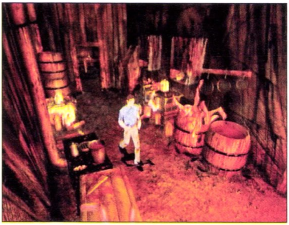
Danger Girl

THQ brings fans of DC Comics' *Danger Girl* series an original third-person adventure taking place after the events of issue #7. As Abbey Chase, Sydney Savage and a newly introduced heroine—each having her own special abilities and attributes—you'll utilize dozens of weapons and spy gadgets through 14 fully explorable levels. Along the way, expect to encounter familiar faces from the comic via in-game and prerendered cinemas. Prepare yourself for some espionage this **summer**.



Evil Dead: Hail to the King

Groovy. **THQ** has released some real gameplay screens of their long-awaited Evil Dead game, and it looks as gruesomely glorious as any fan of the *Evil Dead* films would hope. The adventure will revisit locations from the movies and also branch out into new areas, so you can expect plenty of nasty Deadites and other *Necronomicon*-spawned baddies when the game is released this **fall**.



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Sword of the Berserk:
Guts' Rage™

Tomb Raider:
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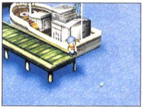
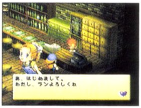
Harvest Moon: Back to Nature



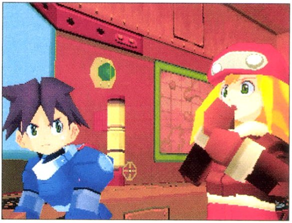


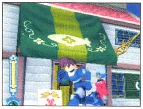
あ、はじめまして。
わたし、ランよろしくね

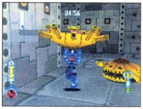
Fixin' the farm and wooin' the women. That's what the first PlayStation release in **Natsume**'s Harvest Moon series is all about, boasting hours of non-linear gameplay including mini-games and all the simulated farming you can handle. So raise that livestock, season those vegetables, catch those fish and cook those yummy meals! Do them well and you might just find the ladies throwing themselves your way this **July**!

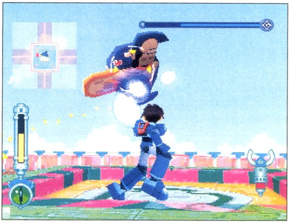
Mega Man Legends 2

Everyone's favorite blue boy is back for another 3D romp, due out in **September**. The story picks up shortly after the the end of the first Legends, but this time revolves around a quest to find the mysterious "Forbidden Place." There'll be plenty of strategic boss battles, as well as minigames galore. **Capcom** also promises a world twice as large as in the first Legends, along with double the number of enemies.



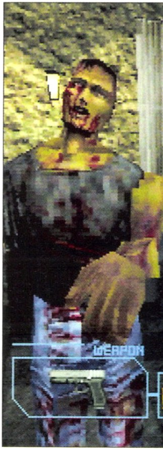






Resident Evil Survivor

A whole new way to blow the heads off the undead



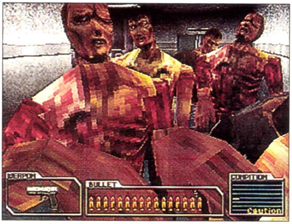
As **Capcom**'s first installment in the Resident Evil series to stray from the third-person survival horror genre it helped revolutionize, Resident Evil Survivor is a first-person shooting game set when the events of RE2 and RE3 unfold. But don't expect to see any Redfields around this time. In fact, don't even expect to know your name in your role as an amnesic victim of a helicopter accident. With the freedom to move about without restrictions—an unprecedented move for the genre including titles like Time Crisis and Area 51—your actions will influence the story told. You might even unlock hidden secrets of the RE universe!

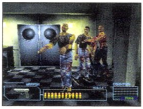
"Resident Evil Survivor is an entirely new take on the Resident Evil series," says Todd Thorson, director of marketing for Capcom Entertainment. "It drops the player directly into the world of Resident Evil in a first-person environment where quick reflexes are a must to survive. Be prepared for intense action and utter fear."

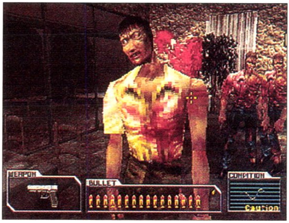
The madness hits your PlayStation this **fall**. In the meantime, just take a gander at these spooky screenshots.

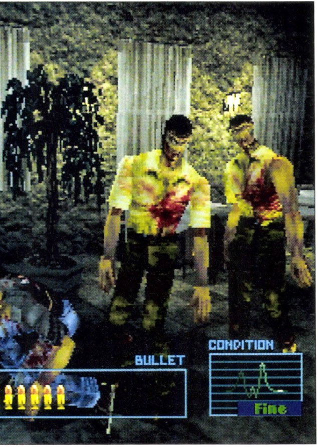
Gun Shy

Though Survivor was originally intended as a light-gun game, Capcom's support for such a peripheral in the macabre zombie-killing adventure has been indefinitely scrapped. Ultimately, the gun violence of the real world is to blame, influencing the company to tiptoe around the sensitive issue as they aim to avoid the backlash and legal hassles following the likes of last year's Columbine tragedy. Will this decision affect RES's sales?







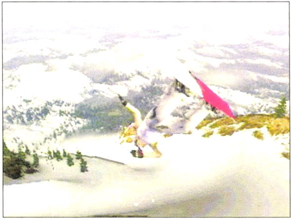


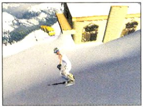
WEAPON
BULLET
CONDITION
Poison

WEAPON
BULLET
CONDITION
Fine

Cool Boarders 2001

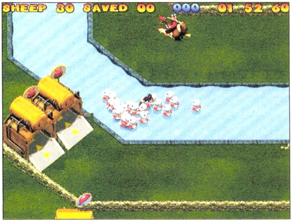
Sony CEA continues its best-selling snowboard game series this **November**. In this year's installment, race as 10 world-class snowboarders, including three-time North American Champion Todd Richards. Don't like your rider's duds or board? Then customize them yourself with name-brand gear by Morrow, Sims, Vans and Dragon Optical. There are more than 20 snowboarding events ahead of you, and you can compete in the Pro Challenge to unlock secrets.





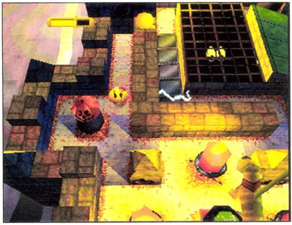
Sheep

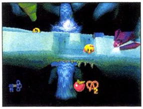
One thing's for sure: There just aren't enough video games with sheep in them. In fact, **Empire** has monopolized this genre with this quirky little strategy title due out this **fall**. From what we've seen so far, your task as one of four different herders (including Bo Peep), is to guide the loveable sheep to Mt. Mouflon without having anything nasty happen to them. That may sound easy, but with everything from medieval knights to space aliens in your way, anything can happen!



Ms. Pac-Man Maze Madness

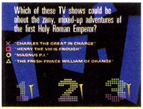
Following up on last year's surprisingly great Pac-Man World, **Namco** brings us a new title starring his wife this **fall**. But unlike PMW, our dot-munching heroine's quest focuses more on puzzles and 3D mazes—over 180 of them. Multiplayer modes enable up to four players to compete for the most dots or even to chase Ms. Pac-Man as ghosts! And if that's not enough for you, kick it old school with the original arcade game. Pac power!





You Don't Know Jack: Back Talk

Sierra's **October** sequel to last year's game show romp evolves the franchise by featuring themed episodes like "Hippies" and "The Gross Out."

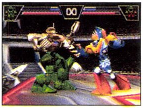


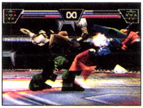
Which of these TV shows could be about the zany, mixed-up adventures of the first Holy Roman Emperor?

- ✕ "CHARLES THE GREAT IN CHARGE"
- □ "HENRY THE VIII IS ENOUGH"
- ○ "MAGNUS P.I."
- △ "THE FRESH PRINCE WILLIAM OF ORANGE"

Rock 'em Sock 'em Arena

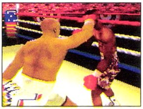
Mattel will release this fighting game in **November**, allowing players to interchange parts on their robotic fighters and even win parts from their opponents!

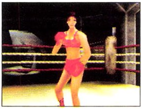




HBO Boxing

Acclaim Sports is jumping into the ring for a **fall** fisticuffs release. Fighters start in the gym and try to get their shot at a match on HBO. Not to be outdone by male champs like Foreman, ladies can duke it out too.



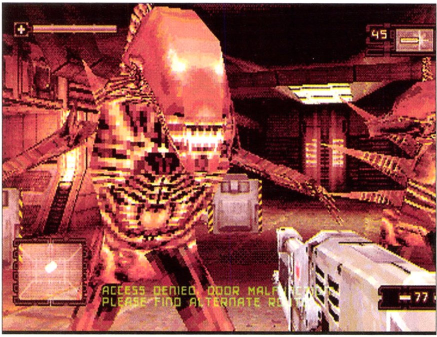


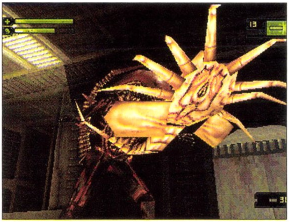
Alien Resurrection

It still exists! Really!

No, your eyes do not deceive you. Alien Resurrection—a game we first saw as a third-person shooter at E3 two years ago—is finally in its last stages of development and set for a **late summer** release.

Now a first-person shooter, the **Fox Interactive** title allows you to take on the roles of four uniquely talented characters—Ripley, Call, DiStephano and Christie—as you follow a loose interpretation of the movie's plot through 10 large missions. Making life difficult for you are malevolent Marines, jumpity facehuggers and, of course, droves of those acid-bleeding baddies themselves. With rich sound from the Oscar-nominated team responsible for *The Mummy* and great graphics, it appears that Alien Resurrection might just be worth the wait.

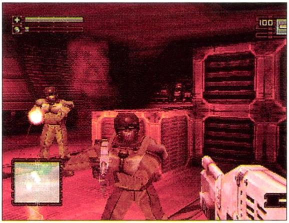


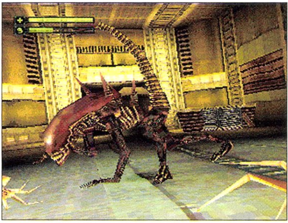


They've Got Other Things to Do...

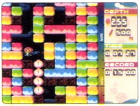
While almost all of the characters who speak in Alien Resurrection are voiced by the actor who portrayed them in the film, the two who you would most readily name—Sigourney Weaver as Ripley and Winona Ryder as Call—decided to sit this one out. Hopefully, their replacements can imitate them well.

I don't sound like myself lately!
That's funny. Your breath reeks just the same.





WHIRR, WHIRR,
WHIRR, WHIRR, WH
WHIRR, WHIRR
RR, WHIRR, W
WHIRR, WHIR
RR, WHIRR, WH
WHIRR, WHIRR
RR, WHIRR, W
by now, you know the drill.


DEPTH
255
/500
TIME
0'07"27
RECORD
0'15"00

DEPTH
30
RECORD
5000
AIR
LEVEL
1

It's addictive. It's frenetic. It's a total blast! It's Mr. Driller, the pick-up-and-play puzzle game that's a hole lot of fun. Strap on your hard hat, fire up your drill and tunnel into action. Mr. Driller takes seconds to learn, yet provides years of challenge and enjoyment. Be prepared: once you start drillin' there is no chillin'!

Mr. Driller™

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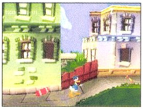
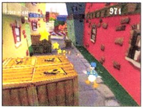
namco® Sega Dreamcast. GAME BOY COLOR EVERYONE E CONTENT RATED BY ESRB PlayStation

Donald Duck: Quack Attack

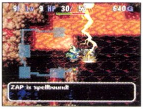
It's about time someone placed our favorite Disney icon into the world of 3D gaming. Coming this **fall**, **Ubi Soft**'s Quack Attack promises to prominently feature what sets our feathered friend apart from the rest—that temper! Whether Donald is determined, frustrated, agitated or exhausted, he'll most certainly let you know it as you guide him through 24 levels of quacktastic action. Can you rescue Daisy from the evil magician?

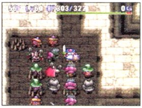




Torneko: The Last Hope

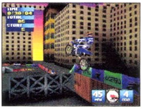
Before you read any further, just take a good look at these Torneko screens. Pretty funny, huh? Now look at them with this in mind: Torneko is a Dragon Warrior game! That's right, RPG fans. **Enix**'s series that helped popularize your favorite genre back in the days of the NES finally joins the PlayStation library this **summer**. The company promises much of your standard Chocobo's Dungeon-style exploration, with more sophisticated battles and plenty of humor.

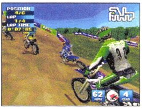


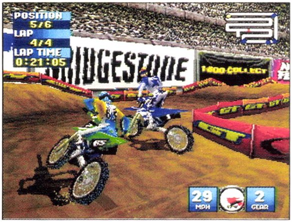


Jeremy McGrath Supercross 2000

Apparently, ol' Jerry McGrath was quite involved in **Acclaim's** second Supercross offering bearing the champ's name. McGrath not only contributed to the design of the tracks and the bikes, but he also lent his advice to a special tutorial. The game includes eight supercross stadium tracks as well as eight more outdoor courses officially licensed by the NPG. Plus, there's a rippin' stunt competition as well. Vrrroooooom!



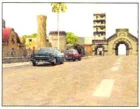


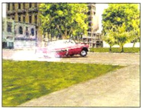


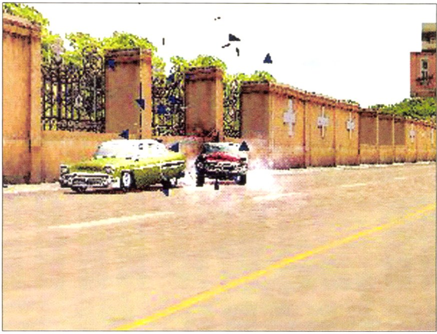
Driver 2

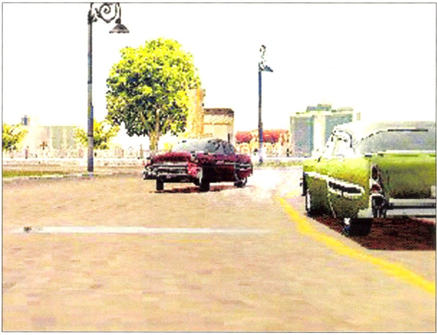
Now you can get out of the car

The first game was spectacularly popular, and it was apparent from very early on that a sequel was inevitable. **Infogrames** (who now holds all of GT Interactive's properties) tells us we should see the game **before the end of the year**, and from what we saw at E3 it seems to be an interesting development of the original theme. Set in Chicago, Las Vegas, Rio and Havana, the game now features much more of an underground, "gang" feel and stylistically leans much more heavily on its '70s setting. As before, you play as undercover cop Tanner, but you are now joined by a sidekick, Tobias. It's apparent already that Driver 2 will be much more of a character-led game, and this is substantiated further by the fact that you can now get out of the car and walk around to complete objectives. You can also commandeer other cars, Grand Theft Auto-style.

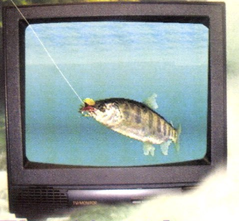








REEL FISHING® II



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Reel Fishing® II builds on the success of Reel Fishing® by offering all the extraordinary game play features that made it the most popular PlayStation® game console fishing game, while at the same time set new standards by being the deepest and most realistic fishing simulation to date.

- **Incredibly beautiful Full-Motion Video**
- **Over 70 types of fresh and salt water fish**
- **Choose from over 500 pieces of tackle**
- **Four methods of fishing, including Trolling**
- **Compatible with licensed PlayStation® fishing peripherals**

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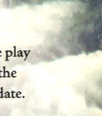

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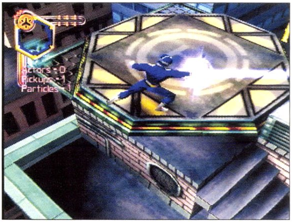
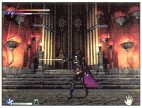
Power Rangers Lightspeed Rescue

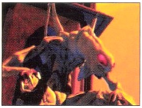
For some of us, it would be better to be eaten alive by a rubber-suited dinosaur/lizard/alien creature than to be saved by one of those fruity jump-suited "superhero" punks (well, except for maybe the pink one—she was pretty hot). But for those who might still get a kick out of the Power Rangers, you'll finally have the chance to play through more than 15 3D levels when **THQ** releases this title in **October**. Go Go Pow—...ah, screw it.

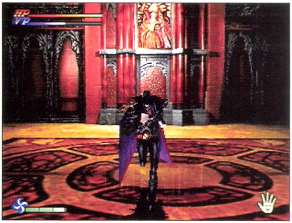


Vampire Hunter D

Based on the novel written by Hideyuki Kikuchi and the anime series that followed, this survival horror game from **Jaleco** stars a vampire hunter named D (hence the name). Unlike most games in this genre, VHD includes jump, strafe and guard moves, allowing for action sequences to go along with the exploration and puzzles. There are three different endings to delight and frighten fans of blood-sucking beasties. Look for this one in **October**.



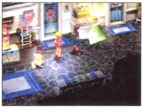


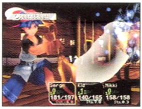


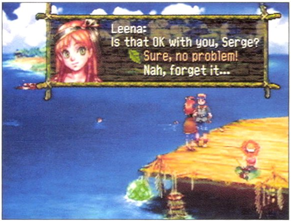
Chrono Cross

For fans of the much-loved Chrono Trigger, it's about time

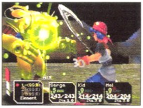
Obsessed fanboys still have heated debates about whether Chrono Trigger was better than Final Fantasy III back in the 16-bit days. Finally, this pressing question moves into the next generation, as **Square** will release Chrono Cross this **August**. The game takes place 20 years after the events in Chrono Trigger and features a brand-new battle system. Returning from the first game is the absence of random encounters as well as multiple scenarios and endings. This time around, a greater emphasis is placed on problem solving rather than gaining experience through battles. There are also some gorgeous CG movies, stunning backgrounds and characters designed by anime legend Nobuteru Yuuki.

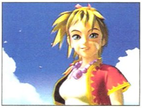


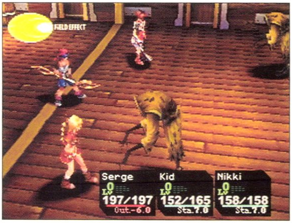




Leena:
Is that OK with you, Serge?
Sure, no problem!
Nah, forget it...

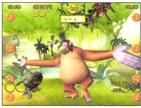






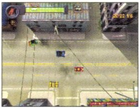
The Jungle Book Rhythm N'Groove

Follow the plot of Disney's classic *The Jungle Book* in this musical take on the film by **Ubi Soft**. As Mowgli, use your controler to dance through songs like "I Wanna Be Like You."



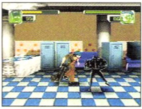
Action Man

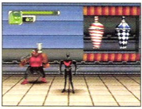
Hasbro's British version of G.I. Joe is making his way stateside with this multigenre game as only a small part of the marketing blitz. Drive cars, guide boats and more as the supremely talented hero in **September**.



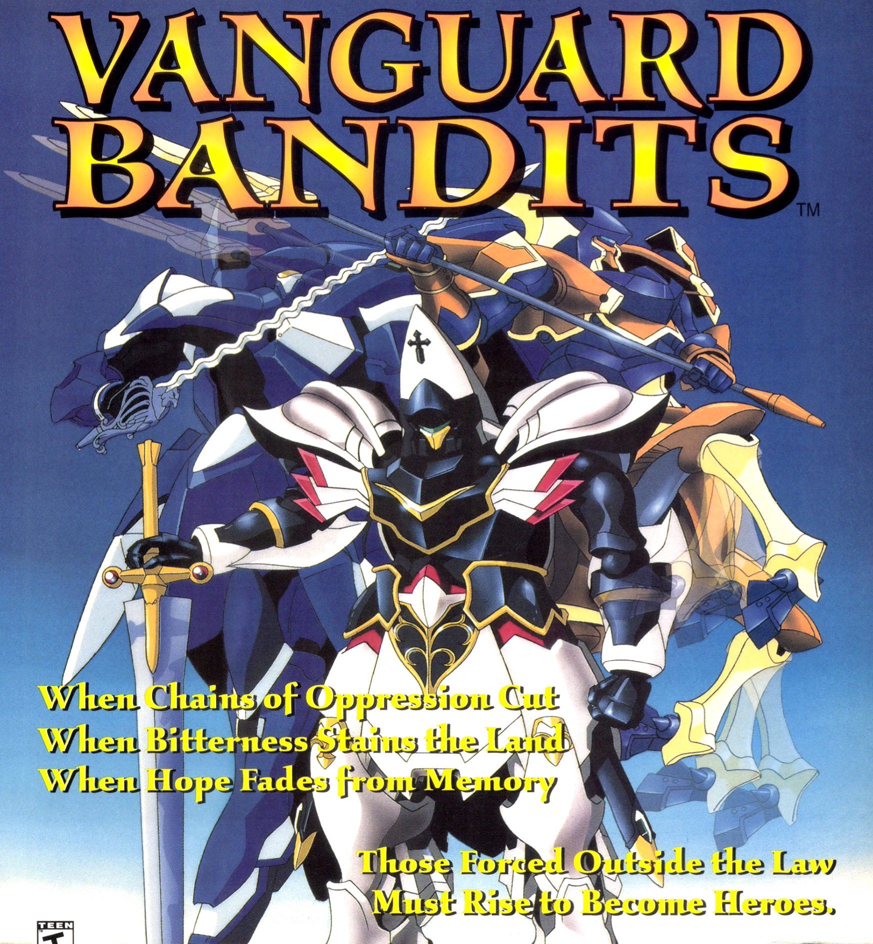
Batman Beyond: Return of the Joker

Even though the company has existed since 1984 and enjoyed a fair amount of success on 8- and 16-bit systems, **Kemco** has waited until now for its first-ever PS release. But what better than a top license to get things going? Based on this **October**'s straight-to-video *Batman Beyond* movie, Return of the Joker features the Batman of the future fighting his way through four large worlds in classic beat-'em-up style.





VANGUARD BANDITS™



When Chains of Oppression Cut
When Bitterness Stains the Land
When Hope Fades from Memory

Those Forced Outside the Law
Must Rise to Become Heroes.

TEEN
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Die!
Aaahh!
Aaahh!
I don't normally hit girls!

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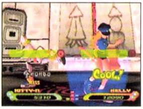
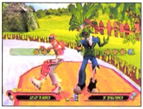
Bust-A-Groove 2

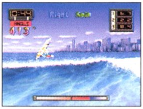
As the follow-up to the hit dancing game Bust-A-Groove, **Enix**'s sequel features gameplay closely resembling the original—only more of it. An all-new scoring system and more visual rewards highlight the new additions.





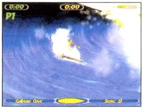
Surf Riders

Ubi Soft is leading what very well may turn out to be a new deluge of extreme sports games. Surf Riders pits intrepid surfers against the world's meanest waves in a contest of skill and style. There are no actual riders in as of yet, but the game does feature real-life surfboards from manufacturers like Gerry Lopez, Local Motion and Town & Country. A licensed soundtrack featuring rad surf tunes from the likes of Los Straightjackets is also expected. You'll be able to hit the waves this **July**.



Billabong Pro Surfer

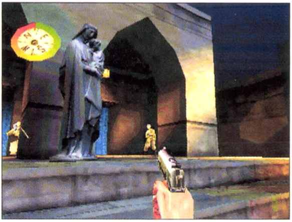
Mattel is looking to recreate all the elements of surfing, forcing players to avoid hazards like buoys, jetskiers and sharks. Look for it in the **fourth quarter.**

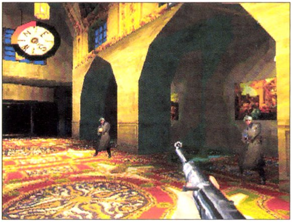


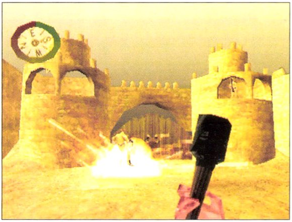
Medal of Honor Underground

Vive la Resistánce!

Now that **EA Games** has snapped up everything that Dreamworks Interactive was previously working on, it's good to see that the Medal of Honor franchise is one of the first to bear fruit. Deviating from the usual sequel trend of sticking a number after a successful game name, the MoH brand seems to be diversifying so that it can tell different stories from within the timeframe. In Underground you play with Manon, who fans of the original will recognize as a vital part of the French Resistance and a big help to your cause. Gameplay mechanics appear pretty much unscathed, but watch out for some new frills.

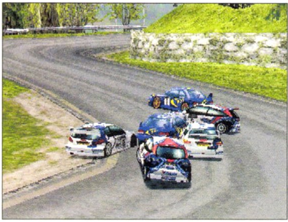






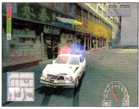
Colin McRae Road Rules Real

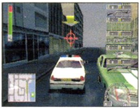
Though sales of the original Colin McRae Rally weren't exactly spectacular in America, the quality racing title (we gave it a solid 4) did sell well in other parts of the world. For this year's sequel, **Codemasters** has modified the title's engine for maximum performance, also boasting graphics "between PlayStation 1 and 2 standards." The company has added an arcade mode featuring six cars and eight loopy tracks. Car damage is even more apparent.

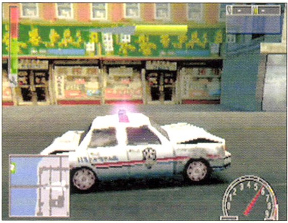


World's Scariest Police Chases

It must have been a no-brainer for **Fox** to look at games like Driver and Grand Theft Auto and realize that they have the perfect license for a similar title. Set to release in the **fall**, WSPC will include over 50 missions, with players taking roles on both sides of the law. The game will even include commentary by series host Sheriff John Bunnell. Plus, a range of weapons will allow you to assault your friends in one of six multiplayer modes.





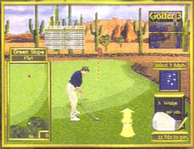


Peter Jacobsen's

Golden Tee™
-GOLF-

The #1 Arcade Hit Has Found A New Home...Yours!

The blockbuster arcade hit, Peter Jacobsen's Golden Tee Golf™, is coming home to the PlayStation® game console! Realistic gameplay, immersive environments and all new enhancements will keep you coming back for more again and again!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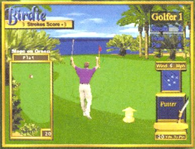
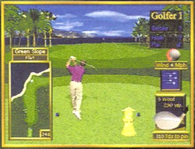
S. Wedge
11 Yds to pin


Birdie
3 Strokes Score +3
Golfer 1
Slope on Green
Flat
Wind 6 Mph
Putter
20 Yds. To Pin


Golfer 1
Green Slope
Flat
Wind 4 Mph
5 Wood
250 yds.
310 Yds to pin

PlayStation
Peter Jacobsen's
Golden Tee
-GOLF-
EVERYONE
E
CONTENT RATED BY ESRB
WIZARD Works

- Based on the arcade hit, Peter Jacobsen's Golden Tee Golf™
- 12 custom courses (6 original, 6 mirrored)
- Accelerated 3D engine
- Multiple game modes including Classic Stroke or Skins Scoring, Bingo Bango Bongo, Speed Golf and Club Roulette
- Exclusive Tournament mode

WIZARD Works®

PlayStation

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ADIO

Never ever Soft

How Neversoft made the greatest skateboarding game in history a whole lot better

Rodney Mullen, long considered the godfather of street skating—he's been at it 23 years—is showing off a carnival of moves as efficiently and painlessly as most folks dawdle across a vacant street.

At times the board is an extension of Rodney's body, glued to the soles of the shoes bearing his name. He ollies two feet high before leaning on his board at a 30-degree angle, spinning like a top, imitating the grace and poise of an Olympic ice skater. At other times, the board is a separate plaything. He does a one-handed stand on the pavement, legs curved up, flipping the board with his free hand. His body bucks like a mechanical bull and he's standing on the edge of the board, his heels resting appropriately on the side of the wheels. Spectators' jaws are dropping like the big clown's mouth at putt-putt. It's refreshing when the makers of the most critically acclaimed and wildly popular skateboarding game in history are still wowed when the real-life counterparts of their polygonal supermen start fiddling with gravity just to pass the time.

Our goal was to snap a picture of the smiling mugs of the guys at Neversoft. Yes, Neversoft, the company that created the dynamic, million-selling Tony Hawk's Pro Skater, and are now busting their bums on an outstanding sequel. But Rodney Mullen is spinning around—his deck positioned vertically, his feet balanced on the trucks—and no one's moving.

Before all this madness, pacing four hours back through time, Neversoft welcomes us into their office with open arms to banter about the meticulous and ardent improvements of THPS2, its predecessor's monster accomplishments and creating the perfect skate park.

Inside the office, walls are glazed with autographed skateboards from the first game's stars. Logan, a huge Samoan Huskie, lays plaintively on the floor. A cardboard Spider-Man is slinging webs from an outstretched cardboard hand. A huge Triniton bears a paused THPS2 screen. When I glimpse the skyline of a never-before-viewed level, I can't take my eyes off.

I sit down and people flood around the table. At first I'm daydreaming of the new Career Mode which features eight different Montana-sized worlds and 10 objectives for each level instead of only five as in the original version (which, before digging up news of a sequel, seemed more than enough).

Like saving the savory sugar of dessert for last, I focus on the individuals around me, ignoring the time-stopped, air-stalled skater on the television. I start spouting questions about the prequel to Neversoft's new skating adventure. How did these guys get into this whole video game skateboarding mess anyway?

"We couldn't think of anything harder to do," says Joel Jewett, Neversoft's president. He then quips, eyes wide as if he was in charge of learning to unzip fog, "They said it couldn't be done."

THPS producer Scott Pease chimes in next: "It was just this giant hole in the PlayStation library for a long time. There had been incredible skateboarding games on older systems, like Skate or Die and 720°, and a lot of us grew up skateboarding, so it was a natural thing to do: make a skating game in full 3D."

But it took so long to reach the PlayStation. At the time of development

story by todd zuniga

photograph by Joe Toreno

The Genius of Neversoft

(From the Left): Noel Hines, Artist/Animator; Chris Rausch, Designer; Ryan McMahon, Programmer; Joel Jewett, President/Executive Producer; Jason Keeney, Programmer; Darren Thome, Artist; Mick West, Lead Programmer; Junki Saita, Designer; Jason Uyeda, Production Director; Nolan Nelson, Artist; Scott Pease, Producer; Ralph D'Amato, Associate Producer; Silvio Porretta, Lead Artist; Rune Glifberg, Pro Skater; Gary Jesdanun, Programmer. **(Above):** Rodney Mullen, Pro Skater. **(Not pictured):** Aaron Cammarata, Designer; Johnny Ow, Artist.

> "I skateboarded back in 1977 and we started putting some of the stuff in the game and I was like, 'Man, that's way out there.' But then I started watching these skate videos. It was pretty wild. They can actually *do* all that stuff."
>
> **Joel Jewett**
> Neversoft President

there were no other skateboarding-exclusive games. What's up with that?

"The reason it hadn't been done was pretty clear once we started to do it: It was hard as hell," says Jewett. "As you go through the cycle of a platform, everything else is going to be slotted in. The easiest things get made first and then the harder stuff gets held off. Then all of a sudden there's this hole. We said, 'We'll try it, man.'"

Try it they did, to the tune of over 1 million copies sold, and the backing for a sequel. This is the video game big time: fast cars, fast women, discounted grip tape at the local skate shop. "It's amazing when you walk into a skate shop that sells the game," says game designer Chris Rausch. "If you're wearing a Neversoft hat, you're regarded as a hero. It's just insane."

So, with the comfort of this newfound fame, was the game's popularity shocking?

"It's long overdue," says Rausch. "And more importantly, it needed to be done right. I can't say I'm totally surprised. I know how big skateboarding is and how big it can be."

Skateboarding is known for reaching peaks and valleys, but right now it's a cultural phenomenon. Tony Hawk's 900 at last year's ESPN's X-Games surely had something to do with it. And so did THPS.

"Kids that have never skated before come into the store all the time looking for a deck they saw in the game," says Mike Liddle, who has worked at L.A.'s renowned HotRod Skateshop for the last five years (www.hotrod-skateshop.com). "A lot of the boards aren't even made anymore, so they just settle on a board used by their favorite pro in the game."

But is Neversoft willing to take credit for reinvigorating their beloved extreme sport?

"It's more like the cultures were all there together," says Jewett. "It's all about the people. The people who skateboard play PlayStation. We make PlayStation games, we skateboard, we hang out. It's like a whole cultural thing came together at the same time. And if our game gives skating more legitimacy, and the skaters play it, then that's awesome."

SKATE PARK EDITOR

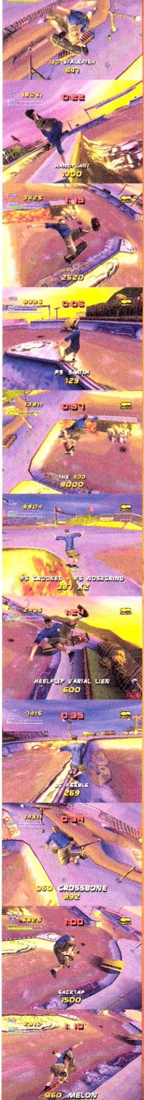
My attention diverts from our conversation when Pease takes up the Dual Shock and asks me what I want to see first. I'm putting my conspicuous desire to see the Career Mode on hold. "Good things . . ." Mom always said.

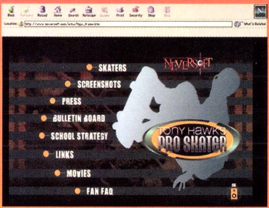
It only takes a second for me to ask to see the Skate Park Editor. "Let's start with the boring stuff," I say, which warrants the chorus of moans that fill the room.

No surprise, but the Skate Park Editor is anything but boring. To borrow the skater term for rad or dope or awesome, the park editor is just plain "sick." I'd only had a chance to check out the *OPM* demo disc, which features a 24 x 24 area, but as Neversoft's Ralph D'Amato shows, the only near-boring part is deciding which of the five map sizes to choose from. There are three square rooms and two rectangles, one which measures 60 x 6, which pretty much serves as an impossibly long trick runway. You could land 747s on this baby, or a forest-depleting paper airplane. From there, it's twisted into an architectural daydream. You can even choose what kind of environment you want to build in: industrial, outdoors or a third option they wouldn't show me because of my "boring" comment.

"If you've got a skate park in mind," says D'Amato, "the pieces should be there to build it."

(Continued on p. 88)





Getting the Message

The improvements to THPS2 are vast. The cooler part? The Neversoft team doesn't take all the credit for the improvements. A big contribution came from the web-crawlers who stumbled onto the Delphi board. "There are a ton of kids out there and they're going to be sending us e-mails. So we might as well take advantage of it and not ignore it," says Ralph D'Amato. "These are the guys that spend time playing it hour after hour after hour. If they say something about the Switch Nollie, then we should listen."

If you stop by www.delphi.com/thps or check out the link on the neversoft.com site, you too can offer input. "At one point the THPS board was the fifth most popular board on the entire system. It was just huge," D'Amato tells *OPM*. "And it's gone up and down, traffic-wise. But new kids will visit and join in."

Some of the most talked about facets of the sequel were borne from fan input. "We would have never thought of the Skate Park Editor or Create A Skater without it," says Scott Pease.

Of course, royalties are always juice for a debate. "We got e-mails that said, 'You should put create a skater in, and if you do, send the check to . . .'" D'Amato says with a grin.

TONY'S BUILD-YOUR-OWN SKATE PARK TIPS

In Tony Hawk's Pro Skater's sequel you'll have the chance to build your very own skate park. You'll have over 100 pieces to fit together any way you like in a variety of different arenas. But if slapping together a pixelated PlayStation skate park isn't enough, we asked Tony some advice on building the real thing. Here are his five tips.

Location

Find a suitable location. Indoor is preferable, but make sure the ceilings are high (at least 25' if you're considering a vert ramp) and make sure there's enough space for whatever you're planning to build.

Build for the masses

Design the park. Consult the hardcore skaters in your area and work closely with them. Figure out what will accommodate as many types of skaters as possible. Do not hire someone just because they say that they have designed other parks—those other parks might suck.

Find a builder with experience

Hire a builder. Go with someone that is respected in the industry. Team Payne, Dave Duncan, and Ramptech all have proven they know how to build a park. They will usually help in the design as well. Be wary of anyone making bids for your job that don't have skaters working for them.

Get advice from skaters in your area

Get acquainted with the skaters and skate shops in the area. Let them know what you're up to and that you want their input.

Spread the word

Have a grand opening. Hire pros to come do demonstrations and advertise the event. The media will pick up on it and spread the word for you.

A public park requires much more determination and red tape. Go to IASC.com for other info.

photography by Grant Brittain

Building Your Own Skateboard

I'm not ashamed to admit that the influence of a video game has led to irregular behavior. I've been scanning all the local skate shops (even those in foreign cities) to discover what board suits me best. The beneficiaries? You, the reader. That is, if you've got a little money to burn and a pair of shins to beat to hell.

PAYING THE PRICE

The first thing to consider is how much you'll spend. Decks run from $43 to $55. You shouldn't pay more than $50 for it, though. Trucks will run about $40, and wheels cost between $26 and $30. Bearings can range between $12 and $34, but you shouldn't have to spend more than $18. Some shops will cut you a deal and charge between $100 and $130 if you construct the board by buying everything at their store. It's usually a pretty sweet deal since you can pick out exactly what you want. Most of the time, they'll even throw in the grip tape for free.

AESTHETIC INFLUENCE

The deck is the key part, the soul of the skateboard. The good part is that there aren't many factors to consider besides purchasing one that tickles your aesthetic bone. The lone consideration is width: Most boards are going to be 31" long, but the width varies between 7 1/2 and 8 inches. Mike Liddle of L.A.'s Hot Rod Skateshop suggests that beginners use skinnier boards. Consider this: There are four major wood manufacturers that make all the wood, so it doesn't really matter what name is on the board, but what wood is used. Watson Wood is apparently the best, and we've heard from the experts that Shorty's and World Boards are "made of crap" and "get mushy fast."

SLOW YOUR ROLL

Wheels will make a difference, so pay attention. They range in size from 50-60mm. The smaller wheels are better for beginners (between 50 and 53mm), but they won't roll as well, and they'll wear out more quickly. If you're going to a skate park, strap on the bigger wheels. Otherwise, stick with the small stuff.

GET YOUR BEARINGS

Bearings will dictate how quickly you're going to roll. One consideration is that the newer bearings are open on one side, which allows dirt and muck to get in there. These babies are a pain in the bottom to clean (and who wants to dive into board maintenance when you're busy scraping your knees up?!). So try to get the bearing with the shield on each side. Oh, and Liddle gives this advice, "Don't put WD40 on your bearings. It'll take the grease right out of them. They'll be ruined."

TRUCKIN' ALONG

The major consideration when it comes to trucks will be the turning radius and weight. But the difference in weight is kind of a hoax. For the best turning radi for brands like Indy, Venture or Thunder. "A better turning radius is the best f ners," says Stevie Dread of Chicago's Uprise Skateshop. "It's best for beginne how to turn on their boards, and looser trucks teach that."

Here are some Web sites to check out for research, or even to buy the good

www.sk8shop.com
www.skateboard.com
www.fusion.com
www.b-house.com

> "One of the goals in the course of the first project was just to get out there and skate, since we were going to make a game about it. It didn't matter if you've never skated before. Design guys that've never stepped foot on a skateboard in their life were dropping into a seven-foot-deep pool and just biting it. But they tried it."
>
> **Joel Jewett**
> Neversoft President

The park editor features over 100 pieces available to link together, stack or set side-to-side. Oh yeah, and there's a sweet pungee pit to put in the skatescape. Not until now has a game maker summoned the genius to combine death traps and skateboarding. Besides the booby traps, you'll have rails that can snake around the entire area, funboxes, quarter pipes and plenty of park benches. Building pools is one of the coolest features. You can make them just about any shape or size.

"I literally spend hours making the 'perfect' level, then play it for two hours and figure out how to improve it," says D'Amato. "It's cool because once someone spends the 10 minutes to learn the controls, they'll have so much to choose from and create."

In case you don't fancy yourself a skate park architect, fear not. There will be up to 100 created parks on the disc that can be manipulated, altered or skated on as they appear. The variety of these parks is amazing and all can be used for multiplayer action.

"Thanks to the park editor," says Jewett, "the fall quarter at U.S. college campuses is shot."

CREATE A SKATER

Since I'm awed instead of bored with the plethora of Skate Park Editor options, Neversoft has me right where they want me. Maybe they thought I was holding out for the Create A Skater part of this demonstrative thrill ride. I hold my tongue; they don't need to know I'm sweating the potential end of the world before I see S-K-A-T-E scattered around Ventura's Skatestreet.

In THPS1, as levels are completed and stats grow, Bob Burnquist turns from grindmaster to Learjet in no time. Tony Hawk could eventually balance his way around the whole lip of a pool. There wasn't a discrepancy among characters' abilities once they collected a few stat-enhancing tapes. That's far from the case in the sequel, and evidence to that end is displayed freely in the blown-out Create A Skater mode.

There are as many ways to customize your skater as there are ways to prepare pasta. You'll be able to choose whether your skater is more inclined to successfully skate vert, street or a mix of the two. Then decide on the skater's name. From there, move down through the clothing, customizing pants (jeans, shorts, cargo pants, etc.) all the way down to Rodney Mullen's Globe shoes or Tony Hawk's Adio 900s. You can alter skin color and even throw a Punisher-style skull tattoo on your chest. When choosing a hairstyle there are a surplus of options, ranging from urban influence to trailer trash magnificence. You can even dictate your skater's music preference.

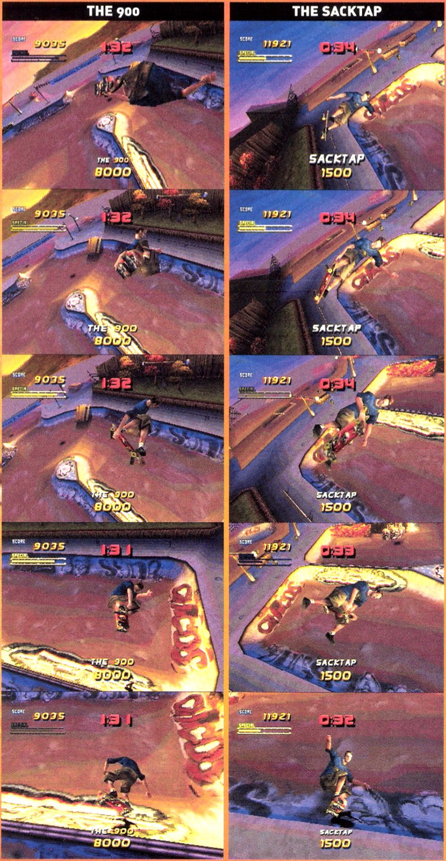
"I totally dig the Create A Skater," says Pease. "It's awesome to have the pros in the game, but it's fun to create your own guy. Now that we have the mullet in there, we've really captured something."

And once you finally stray from narcissism to skating, there are enough options to dizzy a man of average stature. You can build a skater who is skilled at any of 10 different categories: air, hang time, ollie, speed, spin, landing, switch skating, rail balance, lip balance and invert. Unlike in the previous game, all these things will dictate how successful a skater can be with certain tricks. For example, if you're trying to master the Leap of Faith, you'll have to stick with someone attuned to landing. But if you want to work on the 900, try building up air and hang time.

The coolest part of the Create A Skater comes when you hit the concrete

(Continued on p. 90)

DO IT ON THE DEMO!



THE 900

THE SACKTAP

Tony Hawk's Special Moves

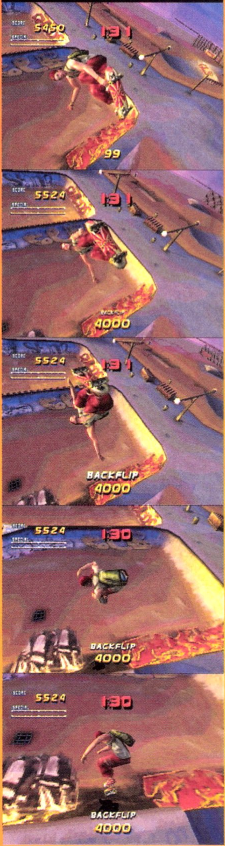
Of course you'll see this move available in the demo. It's the move that put Tony Hawk on the skateboarding map forever (like he wasn't already fully rooted there).

→ ↓ ○

Tony told us that he had this move in mind for a lengthy spell, and once Neversoft put it in the game that he had to finally learn it. Betcha can't guess what he named it after.

↑ ↓ ○

THE BACKFLIP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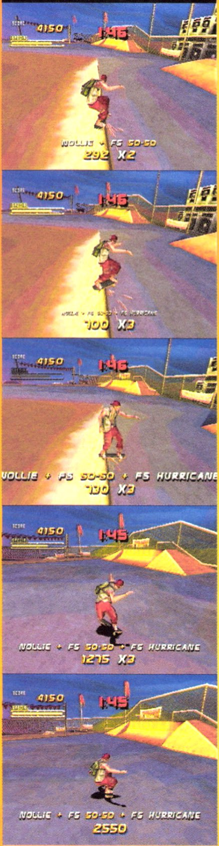
THE HURRICANE GRIND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NOLLIE + FS 50-50
292 X2
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NOLLIE + FS 50-50 + FS HURRICANE
700 X3
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NOLLIE + FS 50-50 + FS HURRICANE
730 X3
4150
1:45
NOLLIE + FS 50-50 + FS HURRICANE
1275 X3
4150
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NOLLIE + FS 50-50 + FS HURRICANE
2550

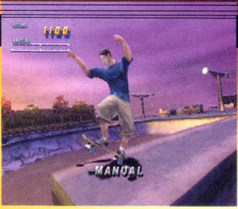
Chad Muska's Special Moves

Of course anyone can do a backflip (just kidding), but Muska does it with a style all his own. It's not easy to land, and seems to go in slow motion. But a little realism in a backflip never hurt anyone.

↑↓○

Here's where the madman arrives in full grinding force. The Hurricane Grind is a little spinorama, more tornado than hurricane, that sparks the trucks like a skyscape on the 4th of July.

←→△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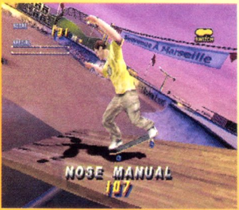
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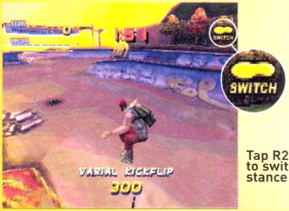
SWITCH
Bienvenue A Marseille
NOSE MANUAL
107

↓↑
Nose Manual

The Cooler Name For A Wheelie

There's a story floating around about an instance when Rodney Mullen picked up a skateboard with the front trucks ripped off. He was seen skating, balancing on the back wheels of the board, which is called a manual (basically a cool name for a wheelie). He proceeded to ollie over something and landed back in a manual. Impressed? You should be.

"A manual is basically riding a wheelie. In our game you can do a manual or a nose manual. You can pull them anytime while skating on the flat ground or you can pull them while landing another trick," explains Scott Pease. "You have to balance them pushing forward or backward while steering the whole time, which is all kind of difficult, but it keeps your trick string growing. If you grind a rail and come out in a manual, you can ride the manual and balance it to the next rail and jump onto that, and it keeps your multiplier growing. You can start to link objects that are halfway across the park, whereas in the old game you had to look for rails next to rails."


1:51
SWITCH
SWITCH
VARIAL KICKFLIP
300

Tap R2 to switch stance

Switching Things Up

The addition of Switch skating in THPS2 is yet another checkmark in the depth column. What is it? Tony Hawk knows better than we do: "You're actually skating, doing the tricks backward—in reverse, as if you skate the other way. In the game it labels it "switch." If you're goofy-footed and you're skating regular, then it would say 'switch.' That hasn't really been tapped. And beyond that, people are still coming up with new tricks that they're doing normally. Skating just keeps growing."

> "There's no doubt the planets aligned last year. We did the best game we've ever made, skateboarding did one of its resurgences and Tony goes and does a 900 at the X-Games. He was on TV everyday."
>
> **Joel Jewett**
> Neversoft President

waves. What moves you'll be able to land are dictated by you. Don't like a move? Swap it. Want a Front Lien Varial? No problem. The trick system for each skater is fully customizable, which translates to total control and a wide list of concussion-inducing maneuvers.

CAREER MODE

They know I'm starving for the Career Mode. They can smell it on me the way sharks sense blood in water. I've continued to act casual to deceive them, but nothing's working. I've decided that if an L.A. earthquake hits I'm going to drag the PlayStation and the television into the nearest doorway. There's a perfect one right behind me, and I practically give myself whiplash when I hear the soundtrack kick in.

First things first: We're choosing skaters. There are three newcomers to THPS, but all have been around skating for a lengthy spell. Erik Coston, Rodney Mullen and Steve Caballero have been invited to the PlayStation stage. I play it cool (expecting that earthquake, or maybe a California-sized tsunami, to hit) and ask about their choice to invite these three particular skaters into the game. After all, they could have used that chunky, bruised-up 16-year-old thrasher kid outside my apartment, no skin on his knees, who uses the pavement as a trampoline.

"Rodney has a certain style that's perfectly suited for our game and he does tricks that no one else can do," says Pease. "And our fans said, 'You gotta have Rodney. We want to do his tricks in the game.'"

Judging from the whirleybird maneuvers I'd witness later on, Rodney was a no-brainer. And, after all, I had gone to the trouble of buying a pair of his Globe shoes for 30 more bones than I wanted to spend.

"Rodney's like another Tony-like icon who's not as recognized outside the skating world," says Rausch. "But he's basically brought street skating to where it is today."

I ask about the other two guys, Erik and Steve. I'm moving around in my seat with anticipation, but force myself to sit still. I don't want them asking if I've got to go to the bathroom or if the underside of my seat has mysteriously caught fire.

"Erik's probably one of the most popular and most respected amongst skating fans and skaters," says Rausch. "Talk to any of the guys in the game and they really respect his ability. He's amazing. He can do anything he wants."

According to Pease they were trying to secure Erik Coston for the first game, but things didn't work out. Now, they're totally stoked to have him.

"Then you've got Steve Caballero who, like Tony, is a legend of the sport," says D'Amato. "He's been doing this for 30 years. He was a founding member of the Bones Brigade, a big team of riders in the '80s who brought vert skating into the public eye for the first time."

Rausch jumps in next. "Steve gets a lot of respect from skaters because skateboarding has gone through movements where freestyle was great, then it was fazed out by vert, then vert was great but it was fazed out by street. Now it's all coming back. Caballero has really adapted to all that. When street skating came in, he picked it right up, and he's always had his vert skills. He's stayed true to the sport and reached, like Tony, an icon status."

They're about to start the Career Mode that I've been waiting to see, but I halt them, overwhelmed with empathy: *Weren't there skaters that they had to dismiss?* I wonder aloud. I know why they'd want Tony Hawk, and these new additions make all kinds of sense, but there are so many skaters. Aren't there?

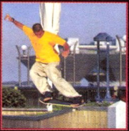
"It's tough. We'd love to have unlimited amounts of time and money, to get all the great skaters," explains Pease. "There were even some great

(Continued on p. 92)

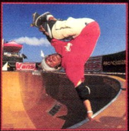
New Blood

There are three new skater additions to THPS2, and they all have more street cred in their pinky fingers than Officer Dick has in his jelly donut-filled belly. Here are some shots of the newcomers doing what they do best.

Rodney Mullen
A freestyle world champion 35 times over, Rodney brought his mind-boggling board-flipping skills to the street skating scene in 1990. The kickflip, underflip, impossible, casper, and darkslide are just a few of the patents on his résumé.

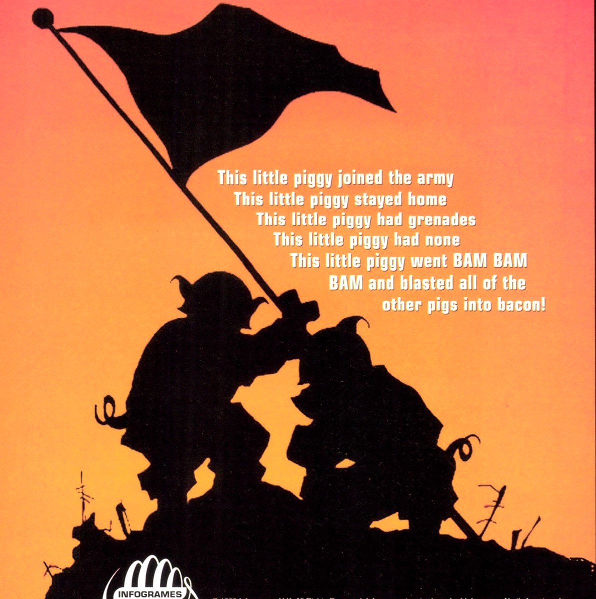


Eric Koston
Eric Koston makes switch and nollie skating look easy. A skateboarding chameleon, he can mimic other riders' styles and tricks with amusing clarity, while the eponymous K-grind bears the imprint of his innovative legacy.



Steve Caballero
Considered a legend by most, Steve Caballero rose to the top of the Vert rankings as a founding member of the Bones Brigade during the '70s and '80s. Cab conquered a 44-stair rail last year with a boardslide. He's been skating forever.

HOGS OF WAR™



This little piggy joined the army
This little piggy stayed home
This little piggy had grenades
This little piggy had none
This little piggy went BAM BAM
BAM and blasted all of the
other pigs into bacon!

HERR GEL
120
SOHKRAUT
120
HERR KUT
120

NINJA
75
HERR DRY
65

SNOWSKI
120
WOLFIE
75

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> "Being in this industry you get people's names licensed, but it's a totally new thing with Tony because he's playing the game all the time. He would've been parked here all day but he has his own 'real job.' Yeah right. He's out 'working.'"
>
> **Joel Jewett**
> Neversoft President

skaters that came to us and asked to be in the game, but we had to say no. All the guys in the game are from different teams and are the top guys on each team. We're really lucky to have guys like Muska and Jamie Thomas in there. They could probably go off and do their own game."

I'm content with their selection process. I take a deep breath and await the tapping of the X button. They start off at The School, which is a combination of California hot spots. If you've ever seen a skate video—I've only witnessed one or two—you'll surely recognize this stuff. But before they even enter the level I see a list of 10 objectives. Next to each is a dollar amount ranging from $500 to $15,000. The more difficult the task, the taller the coin. This money can be used to buy better boards, build up your skater's stats or buy new tricks. I'm actually salivating, though I can't justify why.

Once the level starts, they thrust full-tilt into the Leap of Faith. It's a devastating drop, but at the bottom, because of a perfectly timed tap of the button, they nail it. If you don't have a skater with mad landing skills, they tell me, this isn't going to be pretty at all. "You'll break your board," Pease says. Moving on, board intact, there are enough picnic tables around to start a Sunday afternoon ant revolution. But the coolest part is when the polygonal Rune Glifberg (my favorite in the first game) flies off a ramp at full speed and manages to catch an impossible rail. The Special Meter shoots into smiley face yellow and I inquire about the special moves. Will Glifberg's gnarly "Christ Air" be available? Still three special moves per character?

"We're going to go up to four," says Pease. "But the characters will be able to do more than just the eight tricks for each direction, too. We'll have a lot more double-taps. Also, a lot of the tricks that were 'special' in Tony Hawk 1 are being downgraded to be medium-difficulty moves. We have all-new specials. So any given character will have a much bigger palette of moves to work with."

Sweet, a bigger palette. How many more moves are in this version? (They've handed me a controller, so I try to stump them with numbers. I could play this game all day.) They stare at the ceiling, count on fingers and toes, pull out an abacus, a calculator, then they guess: "About three times as many as the first game."

Wow. They've even included some new bails, including a kneeslide bail and the wantonly inhumane "nutter." I won't explain that one.

I'm searching for the seventh hall pass. I know it's near the starting point, so I ask for directions.

"The levels are so big you can get lost," says Rausch. He's right. I'm lost. "But if you see an area you can go there."

To illustrate their point they take back the controller cruelly (though politely) and start showing off little tricks to find hidden areas in different levels. To open a chain-link fence they grind an entire mid-air rail. To break through a hunk of sheet metal into a money-filled room (there's no money yet, but they promise $20s and $50s) they knock down a light post. The environment is as interactive as real life. Do certain things and you never know what good might come of it. In one level you'll need to do a kickflip over vents for cash to shoot out. Awesome. In Philadelphia's Love Park there's a way to winterize the fountain by draining it. In New York you can collect subway tokens to fulfill an objective and, in turn, unlock the streaking subway train. If you grind the rotors of a hidden helicopter it'll take flight and new obstacles/grind opportunities will fall from the sky like meteorites.

"We really want to communicate that there's so much more interactivity throughout the entire game," says Rausch. "Hopefully people are looking at that, and trying to do a trick off everything they can."

I'm bounding off rails, tricking off everything in sight. I'm doing wallies, soaring into melons and crossbones. They're watching me like a Hawk (pun intended), listening to me ooh and ahh like an entire circus audience watching a man swallow swords.

"That's it," one of them says in response to my awed sighs. I'm too busy perfecting Tony Hawk's new Sacktap. "When we hear those sounds, we know we're making the right improvements."

FS SMITH
INWARD HEELFLIP
FS 50-50 + FS 50-50
HARDFLIP
BS OVERCROOK
BS CROOKED
180 ROASTBEEF
BS TAILSLIDE
MUTE
BS NOSEGRIND

RODNEY & RUNE

One reason why Tony Hawk's Pro Skater was such a success was because of the help from the pros. They're not just characters in the game, but help out with the creative process along the way. In the few minutes while sitting with Rune Glifberg and new addition Rodney Mullen, Glifberg criticized a trick for its inaccuracy. Scott Pease scribbled a note down and said, "We'll take care of it."

Once we pried the controller from Rune's hands, we sat and asked the pros a few questions about skating and other cool stuff.

If I want to pick up a chick, as a skateboarder who can't even ollie, what do I have to say?
Rodney Mullen: First you have to tell her you're not skating because you tweaked your ankle skating a rail. Because she'll want to test you. Second, if you're trying to hook up with her, you've got to capture that whole outlaw feel. So tell her, "Hey, look, I just want you to know I've got warrants out. Trespassing warrants for skating rails." Third, you've got to tell her about stuff you skated. Tell her you go to Muenster every year, that you go to Europe every summer. But tell her you usually don't do that well in contests (in case she wants to check up on you). Tell her you skate true street.
Rune Glifberg: Just try lying about a trick you just learned and make up some crazy name for it.

If you could do a trick without fear of bodily harm, what's the craziest thing you think of doing?
RM: I want to grind the Grand Canyon. Take out Evil Knievel.

Can you do all the tricks in real life that you can do in the game?
RM (laughing): I can do about 5%.
RG: It's hard to say because you can do so many different combinations. But I can pull off most of the basic ones.

What would you do if skateboarding didn't exist?
RG: Probably doing some boring job back in Copenhagen.
RM: I'd be pushing a lawnmower. No, I'd be in the circus. They told me in school I had a really high ESP rating. So I'd be working reading Tarot cards or something.

What's the wackiest-named trick you've ever done and what was it named after?
RG: Stalefish. But I don't know what it was named after.
RM: I did the Impossible Gay Twist. Impossible because they thought it was impossible to 360 your board vertically. And Gay Twist, I don't know what that was named after. You go fakie and then you grab onto it. It's a funny name, though.

Have you guys broken any bones from skating?
RG: I just broke my leg. I broke my fibula.
RM: Yeah, me too. About two inches above the ankle. Both of us got plates and screws.

How'd it happen?
RG: I just fell and it was real bad luck. I fell on it wrong. It wasn't like a big slam or fall or anything like that. I knew it was broken right when I broke it.
RM: I broke my kneecap, too, and that was pretty lame. It never quite healed, and now it floats. I've broken 15 bones total.

Have you ever had a skate off for a girl?
RG: Never had that.
RM (laughing): Yeah, that's how I won my wife. No, I can't say I've had that. Or anything really related. I guess on tour is the closest thing. Sometimes I see it with the guys. If girls are there you suddenly notice everyone's skating better. It happens in a way.

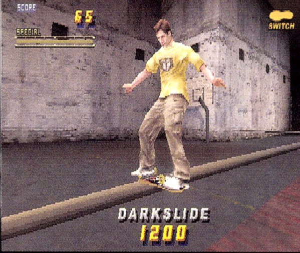
Have you ever tried to do a Cooler Trick competition for cash?
RM: All the time.

What's your favorite part of Tony Hawk's Pro Skater?
RG: With the first one I just love all the endless combinations. With the second, I love all the new tricks, and the chance to skate in Philadelphia. It's fun to go to the real places and see ridiculous rails that are impossible to reach, but you think about how you can get to them in the game. It's cool.

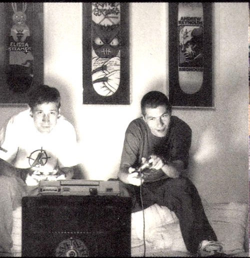
Do you use your character?
RG: Not all the time. I like Andrew.

photographs by Joe Toreno

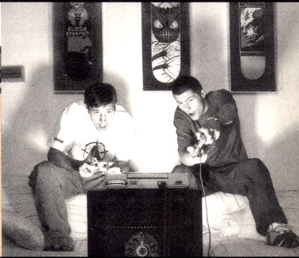
10
SWITCH
MELON
500

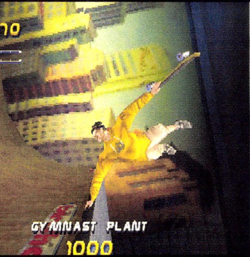

SCORE
65
SPECIAL
SWITCH
DARKSLIDE
1200

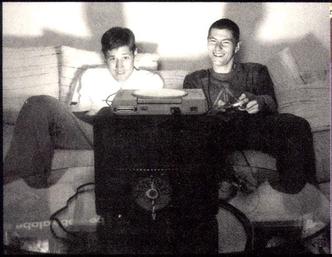
Think about it: professional skateboarders skateboard for a living. So when we sat down to chat, t was easy to figure why they're always in such good spirits. Rodney Mullen is about the nicest guy *OPM*'s ever chewed the cud with, and Rune Glifberg's from Copenhagen, which speaks for itself.


ELISSA STEAMER
ANDREW REYNOLDS
BIRDHOUSE

SCORE
350
SPECIAL
SWITCH
NOLLIE + BS CROOKED
409 X2

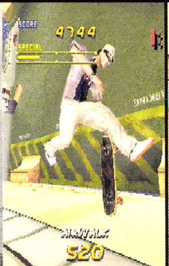

ELISSA STEAMER
BIRDHOUSE

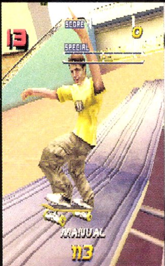

70
GYMNAST PLANT
1000



SCORE
550
SPECIAL
AIRWALK
540

ELISSA STEAMER
ANDREW REYNOLDS
BIRDHOUSE


SCORE
4744
SPECIAL
MANUAL
520


13
SCORE
0
SPECIAL
MANUAL
113

Hawk Man

Skateboard legend Tony Hawk talks family, gaming, waking up in an ambulance and the 1080°

Tony Hawk is five minutes late. I'm not panicked just yet, but trying to get a piece of him nowadays is as easy as walking across a tightrope on six-foot stilts. I'm anxiously awaiting his arrival when I spot a sleek hunter green Lexus. It's one of a hundred cars that have passed by in the last 10 minutes, but the others haven't featured a white Birdhouse sticker on the tinted rear window. It's as out of place as a swimming pool in the Mojave, but it tells me what I want to know: Mr. Hawk has arrived.

I've never met a video game character before, so when he turns the corner, all 6'3" and 170 pounds of him—not to mention size 13 shoes—I'm surprised that he's talking on a cell phone. But I'm not surprised by what he's wearing: a T-shirt, gray cargo shorts, no socks and a pair of black Hawk 900 Adio shoes. Does this iconic symbol of skating decadence dare wear shoes outside the house without his name on the side? I can't help but wonder.

When he gets close, it's like he's known me his whole life. He's a warm and congenial fellow who shakes my hand and plops down on the bench beside me.

"Sorry I'm late," he says. "How long you been waiting?"

Intending to be as accommodating as he is, I tell him I just arrived. We're outside the Cheesecake Factory at the Mission Valley Shopping Center in San Diego, where they wouldn't take our reservations because it was too early. I guess they don't realize with whom they're dealing.

"The PSA ran over," Tony says. PSA stands for Public Service Announcement. He explains that he was doing a 15-second commercial on helmet safety. I'm thinking about how many times I've squashed Mr. Hawk's unprotected, polygonal grape against the curve of a half-pipe in THPS1.

"So how important is that stuff to you, especially considering the dangerous amount of tricks in the PlayStation game?" I ask. I feel like I should apologize for the trauma I've caused his PlayStation doppelganger.

"I think the kids that are learning to skate don't recognize their limits," Tony says. He's wearing a pair of sunglasses, and I'm angling my peripheral vision to see if they have his name labeled on them. "Once you're old enough to make your

story by
Todd Zuniga
photography by
Joe Toreno

own decision, so be it. But I won't let my son skate without a helmet. He wants to try stuff, but he doesn't realize the injury potential. I don't want him to wake up in an ambulance."

The photographer, who was setting up shop at the top of the parking garage, strolls by and asks us if we're ready to take some pictures. We agree that it's as good a time as any, and start shuffling up the ramp.

I notice a small scabbed circle on Tony's knee and think back to what he said about the ambulance. I want to ask about his worst bail, but I feel like I might jinx him in some strange way if I talk about that before his multitude of successful skating endeavors.

I wonder how many hours he's spent on a skateboard. I logged about 30 or 40 minutes to prepare for the interview, so I want to see where he's at.

"I don't know. Thousands?" he says. He scans the rooftops for answers. "When I was skating in high school I'd go straight from school to the skate park and stay there four or five hours a night. I'd spend all day there on the weekends. Now, I pretty much skate three or four times a week for a couple hours."

All right, so he's got me beat. But I heard he retired, so I could conceivably catch up.

"What's up with the whole retirement thing?"

"I stopped competing last year," he says. "But I'm still skating all the time."

Looks like I'll have a heck of a time whittling away at those thousands of hours. "So did retiring mean anything?" I ask.

"I'm not going to contests and I've got a freer schedule," he says.

"How? Did competing take up gobs of time?"

"Yeah. There's a mode you get into when you're skating in contests where you've always got to be conservative and stay with the stuff you're really consistent with. And there are so many events in the year that you become stagnant. You can't skate freely and test new stuff. And, especially if you're trying to collect points, you have to go every single weekend," Tony tells me. "Pretty much all the guys at the top of the points list are the ones going to every single event. It really doesn't matter if they're winning, as long as they finish in the top tier. It's a legitimate pro-skating career, it's just one I didn't want to follow anymore. I decided to have more freedom. I'm going to Monaco in a couple weeks, and if I'd been going to contests I wouldn't have been able to do that."

As the photographer finishes setting up I'm finding out what getting Tony comfortable means: He'll end up talking about his family and his love affair with skating. You come to understand just how much he loves skating and all of its constantly changing forms. He always has something positive to say about it. If you really prod him, he'll even admit that his persistence and passion led to his success. He'll tell you he met his wife eight years ago, and has two children. But before I start dipping into those topics, I change course and ask Mr. 900 the easier question: if he's broken any bones. He tells me he cracked a rib, then shows off the crook of his left arm. He runs his finger along barely noticeable lines of scar tissue, then taps twice. "These are screws." My stomach does a kickflip. "How the heck did that happen?" I ask. Now we're getting into the good stuff.

"I was shooting a Gap commercial and they wanted me to do something basic," Tony explains. "But I wanted to step it up a notch. I tried what I wanted and accomplished it, but they didn't get the shot, so they asked me to do it again. It was Friday the 13th."

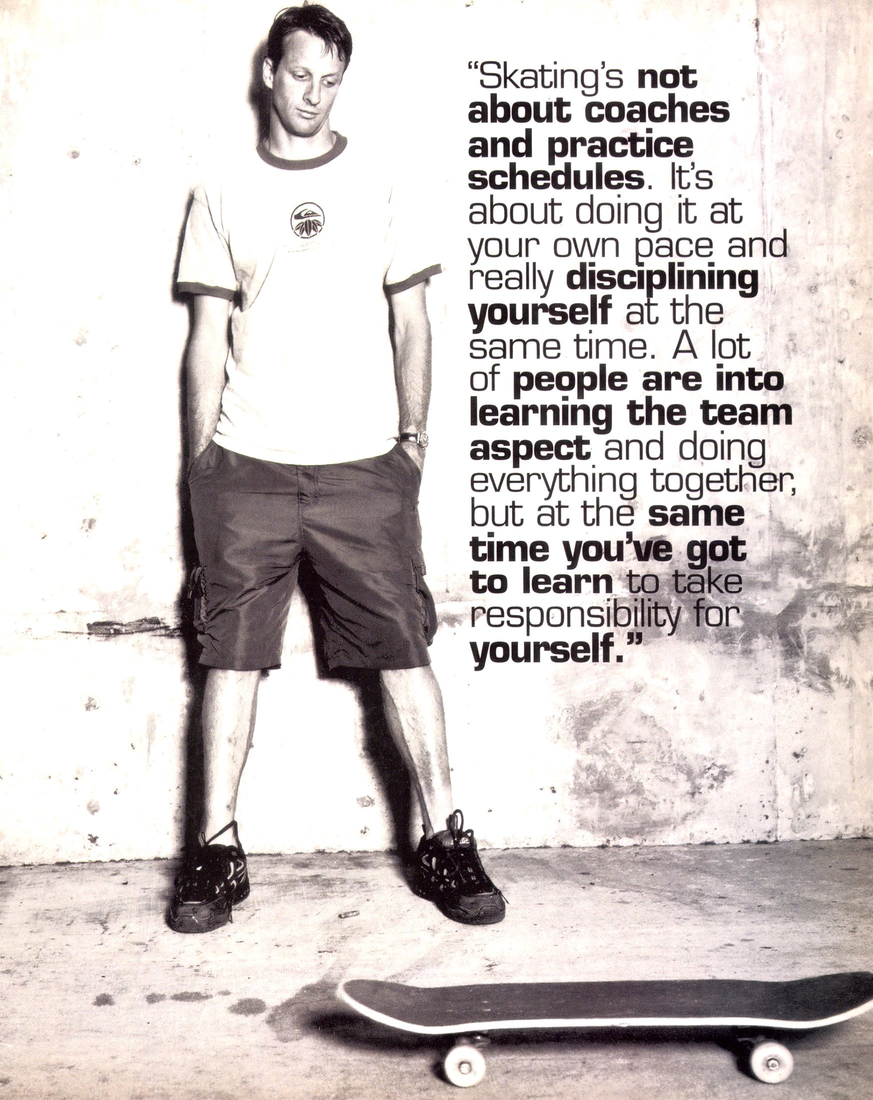
As calmly as he explains, you'd think that's the least pain he's felt on any given Friday the 13th. I ask if that's the first bail that comes to mind. "No, it wasn't that bad. There wasn't a lot of pain," he says. The photographer is positioning Tony against the ledge of the parking garage, the sun a spotlight over his right shoulder. "The worst ones are the ones I can't remember. The very worst bail happened when I was skating and the next time I opened my eyes I was in an ambulance. I couldn't remember what happened. I knew I got hurt skating, so I felt my face and I'd lost my front teeth." He taps his glowing white artificial chompers. "So that was traumatic to wake up to."

It's hard to dispute Tony Hawk's magnetism. A credit to his line of work (if we dare call skateboarding 'work'), Tony is not stereotypical of a man who has risen to fame. He won his first pro competition at the age of 14, and in 1982 became part of the famous skater group called the Bones Brigade. He's as respected in the skating world as Michael Jordan was at hoops. When chatting about why he thinks young people should skate, he says this: "I think it'll help them build their self-confidence and learn to be self-motivated. It's not about coaches and practice schedules. It's about doing it at your own pace and really disciplining yourself at the same time. A lot of people are into learning the team aspect and doing everything together, but at the same time you've got to learn to take responsibility for yourself."

The photographer has a skateboard lying near the equipment and Tony can't help but kick it over and start fiddling around, trying to balance on a short concrete barricade. I wonder if he can ollie over an elephant, and before I can stop myself, I've asked him.

"Yeah, if I had a launch ramp and a landing ramp," he says seriously, then a smile carries across his face. "But you could pretty much jump over anything with the right ramp and a landing. I couldn't do it from the flat, unless he was laying down. Then maybe I could land on his side and roll over him."

PARKING
ONLY



"Skating's **not about coaches and practice schedules**. It's about doing it at your own pace and really **disciplining yourself** at the same time. A lot of **people are into learning the team aspect** and doing everything together, but at the **same time you've got to learn** to take responsibility for **yourself.**"

photograph by Dana Paul

Tony Hawk gets mobbed after achieving the 900.

"Well, what about tricks? How do you come up with the names for tricks?" He's about as off-balance from my battalion of questions as he is on a skateboard.

"It used to be however goofy you could get, but now not too many new names are brought up," he says. He's stalled a Smith grind on the barricade. "A trick has to be something completely new to be worthy of a new name. Now it's mostly just combos: 'kickflip-backflip-tailslide-shove it out.' You're not going to make up a new name for that."

He slips off balance and, much like a cat, lands squarely on his feet. I ask him if he's ever been on a skateboard before, but quickly digress, afraid he might ask me to give it a try. "What about the Benihana, then?"

"We liked to eat at Benihana. But I didn't make that up, my friend Lester did."

And Madonna?

"I made a trick up, a one-footed lien and tail, and I told a friend of mine I made up a lot of tricks but I never really saw a lot of other people doing them," he says, arms out like wings. He's holding a 50-50 now. "I couldn't figure out why. Did they not want to? Because I know they could learn them if they wanted to. My friend said that I had to name my tricks something trendy. At the time it was the late '80s and the trendiest thing I could think of was Madonna, and it stuck. People started doing Madonnas all the time."

He's balancing with the board in all kinds of different ways. He tries a one-footed position, arms again flailing. He looks like a cartoon character, which reminds me: "Were you surprised Disney approached you about doing the *Tarzan* thing?"

"Yeah, definitely. They asked me if they could use some footage of me in their promos for how they animated it," he says. He's taken a break from balancing. A flash pops from the camera. "And then they called and asked if I wanted to come to the premiere and I said, 'Sure. Of course.' So then I got to go to the premiere with my family. My son loved it. After that they asked me to do the commercial. And [my son] Reilly got to be in that, too. It all just kind of unfolded."

Speaking of unfolding, Tony Hawk has reached icon status. He's started his own skateboarding company (Birdhouse), he's done the fabled 900, Disney loves him, and he's starring in one of the top-selling PlayStation games. "How did this happen? Was this expected?"

"I just kept skating. All I wanted to do was to keep getting better at skating," Tony says. "I never really thought about the career choices or the benefits that it would have. When I was growing up there really weren't any benefits. I was more of an outcast. It's been fun." A flash goes off again and Tony squints at it, rubbing his eyes. "Actually, there's so much support. People are really friendly when they find what I do. Everything's such a nice surprise, now. I never imagined the game would take on the life it did. I just thought it would be a popular game for skaters and that's what I set out to do: make a fun game for skaters."

The photographer says, "Just a few more." It's amazing the sun hasn't curdled from the feral intensity of blinding flashbulb light. So how did Tony evolve into this pop-skateboarding spokesperson?

"I don't know. I never really chose that role. I guess skating has always had a tainted image, mostly because there was nowhere to skate so people would just skate on private property, and suddenly they were outlaws," Tony says. "I guess people like someone that's more, so-called, 'clean cut,' and I have a family. So, that was easy to promote. But the bottom line is that I've been a skater the whole time. So I'm not trying to say I'm someone else; I'm just still doing what I do. It just happens to be that I'm a little older and I'm married with two kids."

> "I never really thought about the **career choices or the benefits** that [skating] would have. When I was growing up there really weren't any benefits. **I was more of an outcast."**

Speaking of tainted images, parking security is pulling up to harass us. A skateboard for security guards is like a pile of dung for flies. This is nothing new for Tony; we agree to pack up and move on. On the way back to the restaurant I ask Tony if he has anxieties about becoming a skateboarding dinosaur, an elder statesman of his beloved sport.

He gives a smile, his long legs like stilts. "Yeah, in some ways. There's definitely a new style of skating that's evolving and it's not one that I'm accustomed to because I've grown up skating a totally different way. But I have fun trying new stuff. I'm not out to learn every single new thing. Besides, I just enjoy watching the progression of it. I love watching guys try stuff where I just end up saying, 'Yeah, go for it.'"

At dinner I want Tony Hawk to talk about what everyone wants Tony Hawk to talk about: the 900. Or how to pick up chicks as a skateboarder, but I end up asking about the 900. When nearing the finish of making THPS, Tony accomplished his fabled 2 1/2 spins at ESPN's X-Games. It was an unforgettable moment in the annals of skating history and damned exciting to witness. Professionally it multiplied his popularity. But what did the 900 mean to him personally?

"Really, it was just another trick in the game," Tony says. Then he alters his response with a smile: "Just kidding. It was something I pursued longer than anything else. There was a sense of closure, finally. I tried to do it for a skate video and I figured if I couldn't do it then, I wouldn't be able to do it. So, I'd pretty much given up on it until last year."

Then I offer up a variation on the chicken-and-egg question: Which came first, Tony Hawk or the 900?

A befuddled look spills over Tony's face. But he says he'll try to answer. "Well, there was a progression. The 540 was first invented by Mike McGill in 1984 and suddenly people realized you can seriously stay up in the air. The next year was when I did the 720, in 1985. And then it was like, what's next? The 900. But, I didn't really consider it until the next year and didn't get close until much later." He stops and looks out the window, then back at me. "Now people talk about the 1080. But . . . that's for someone else."

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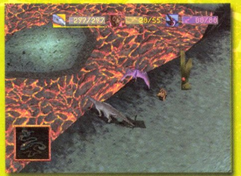
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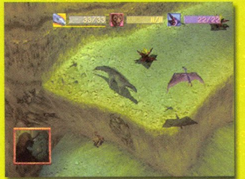
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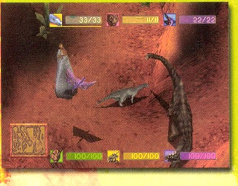
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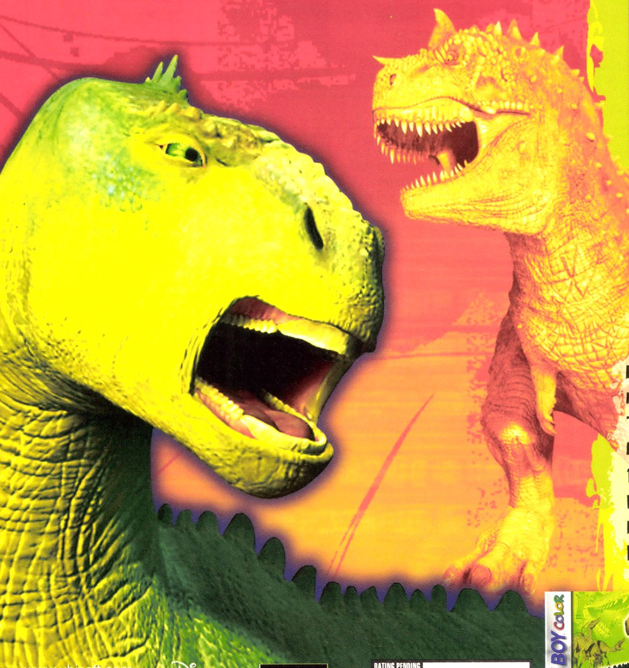

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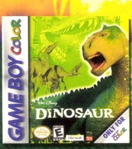
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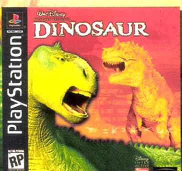
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